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LEGEND OF MANA™

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Full-Color Area Maps!



LEGEND OF MANA™

OFFICIAL STRATEGY GUIDE

By Craig Wessel & Mark H. Walker





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Craig's Acknowledgements

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Finally, I have to thank my wife, Debbie, for whom *Legend of Mana* has become legendary for an entirely different set of reasons. However, in time I'm sure I'll handle the re-acclamation to direct sunlight well, and she's hopeful that we might even get an entire night's sleep someday soon. In all seriousness, my late nights are hers as well—thanks for supporting me, Deb!

This book was a huge undertaking, and would not have been possible without the support of a large group of talented people. BradyGAMES would like to thank all of the following dedicated folks at Squaresoft for their help: Rick Thompson, Fernando Bustamante, Caroline Liu, Alan Deguzman, Derek Smith, and the QA Mana Team. Last, but certainly not least, we need to thank Doug Dlin, Ansel Wilson, and J.T. Kaufman for their exceptional translation skills.

INTRODUCTION

Perhaps the most famous and respected game developer in the world, Squaresoft has earned a reputation for creating quality interactive entertainment, especially role-playing games. Just look at their record. The company has produced a number of hits: the FINAL FANTASY® and Parasite Eve™ series come instantly to mind, along with Xenogears™, a game sure to spawn a series of its own. These RPGs are noteworthy because of their rather unique combat systems, engaging storylines, and beautiful graphics.

Nonetheless, other Squaresoft titles have maintained the company's impressive track record for innovation and quality, yet have not garnered the attention they deserve in the United States. This, unfortunately, is the case with the Seiken Densetsu series. After some international success with Secret of Mana (the second game in the series), an English version of the third installment was not released. This, however, didn't stop American diehards who resorted to playing the Japanese import. After all, gamers will get their fix, no matter what.

Actually, if anything, the Seiken Densetsu series' relatively long and assorted history on various platforms (Sony PlayStation, Super Nintendo, and Gameboy), along with the third installment's obscurity, has now elevated it with a cult-like status among role-playing fans. In fact, interest in the series is at an all-time high in the U.S.

The Game

For those gamers new to the Seiken Densetsu universe, you'll notice some striking features when you first boot up *Legend of Mana*. As in most Squaresoft games, each world tends to exhibit distinct visual qualities. Games like FINAL FANTASY VIII and Parasite Eve depict characters and environments in an almost realistic manner. Others, like FINAL FANTASY Tactics and SaGa Frontier™ 2, resemble anime. *Legend of Mana* falls in the latter category.

Like any Squaresoft title, the game's graphics are extremely detailed and quite dazzling.

The artists have used a large palette of bright colors to create an anime-inspired 2D-fantasy world of sprites, monsters, and the like. The extravagant lengths to which Squaresoft goes with *Legend of Mana*'s visuals are enough to put Hollywood's leading animators to shame. The game's appearance plays an integral part in creating the fantasy world's mystical aura.

Making Pets and Lands

Legend of Mana also continues in the Squaresoft tradition of employing unique and creative aspects to RPG gameplay. In particular, the fourth installment of Seiken Densetsu brings two intriguing elements to this role-playing world. The first is pet raising abilities, a feature emphasized in several of today's most successful games. A more important feature, however, is the Land Creation system. Together, these two characteristics add to the game's complexity and sophistication.

Besides raising pets, gamers can control the game's map layout. *Legend of Mana*'s Land Creation system enables you to arrange sections of the World Map according to your own liking. Artifacts found during your quests are important here. Simply place one of the Artifacts on a plot of land; the area affiliated with that particular Artifact will then appear. The effect of such a system is obvious; it gives the game a rich and innovative non-linear approach. In short, gamers can explore the *Legend of Mana* world without insisting on the same sequences of events.

The Journey Begins

Legend of Mana takes gamers on a magical trip. Prepare to encounter unusual characters and situations. The forests are enchanted and the caverns are haunted; magic and monsters can spring up anywhere. Luckily, the real-time combat system involves both sorcery and melee options. A friend can tag along by controlling the actions of various non-player characters with a second controller. Adventure waits in this new and exciting Squaresoft title, so keep your eyes open for various items and creatures. Oh... and good luck with the Mana Tree!



C HARACTERS

There are lots and lots of characters in *Legend of Mana* with whom you'll interact. Some, however, play a more prominent role than others, and for us to list every character you interact with would be unnecessary. Therefore, this section lists the characters we feel play a more important role in the game.

PLAYABLE CHARACTERS

The good citizens of Fa'Diel listed below can join you on your adventure. However, many of them will only join up during specific events and will leave the party as soon as the objective has been met. A few will be available to join up at any time once certain requirements have been met, so it's wise to get to know them all.



NICCOLO

One of the many merchants of Fa'Diel, Niccolo is constantly looking for the next sale and is willing to go to great lengths to ensure that his goods are sold. While seemingly money-minded, he is a good ally in battle whenever you need him.

LARC

Once a celebrated hero, Larc's loyalty to his master, Drakonis, forced him to take up residence as a spirit in the Underworld. However, he's willing to go to any length to serve his Lord. Ultimately, this means joining up with your character to fulfill his duty.



PEARL

A female Jumi, Pearl often loses herself in thought and when she does, she wanders into some very odd situations which worries Escad to no end. She is gentle-natured and always willing to help others.



ELAZUL

One of the Jumi warriors who populate Fa'Diel, Elazul is an honorable fighter with many skills. However, his loyalty is to his friend and companion, Pearl, whom he adores like a sister. Much of his time is spent looking after and protecting her from harm. But what is he searching for on his journeys?

BUD

The younger of two orphaned siblings, Bud often acts rash but he always listens to his older sister, Lisa, when necessary. Although he may seem overly eager at times, his dream is to one day become a great magician, much like his father.



LISA

The older sister of Bud, Lisa is a bit more level-headed, but shares a passion for magic and sorcery with her brother. After their father passed away, she became responsible for herself and Bud, causing her to seem older than she really is.

ESCAD

Zealous in his sense of purpose in terms of religion and justice, Escad is driven by what he feels is the truth. His strong hatred for Lord Irwin, one of his former childhood friends, often alienates his other comrades, Daena and Matilda. Escad is also a powerful warrior in combat, virtually willing to sacrifice himself for what he believes to be right.



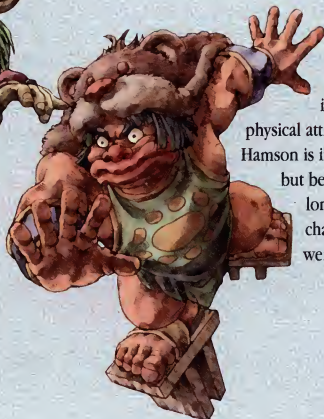


DAENA

One of four childhood friends, that include Matilda and Escad, Daena's purpose in Fa'Diel is to protect the Gato Temple from intruders. Her forthright manner and dedication to her faith ensure that you can always trust her as a guide and, more importantly, as an ally in battle.

ELLE

A close friend of both Flamenshe and Monique, Elle is a gentle-natured siren whose desire to sing is also her deepest regret. Although she longs to be free of the humans that imprison her, she knows that her talent for song is also a talent that destroys.

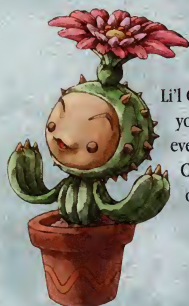


SKIPPY & HAMSON

Servants to Kristie in Geo, Skippy and Hamson aren't necessarily the brightest bulbs in Fa'Diel. Their talents lie more in their physical attributes: Skippy is lightning quick, while Hamson is incredibly strong. Both long to see the world, but because of their jobs, can't leave their posts for long periods of time. Although neither of these characters can join your party, we thought they were well worth mentioning.

OTHER CHARACTERS

Many of the residents of Fa'Diel who you meet will provide you with useful information to help you on your journeys. Although all of them won't join you, they can prove instrumental in helping specific events progress. Here are a few of the most important characters you'll meet.



LI'L CACTUS

Li'l Cactus is your closest friend in *Legend of Mana*. Tell it your stories after you complete an event, and it will log that event into its own personal diary. However, don't take Li'l Cactus for granted. It will often help you or your friends out of the occasional jam.

DUELLE

A warrior at heart, you'll stumble across Duelle in some of the strangest places. While exploring dungeons, count on Duelle to give you important information regarding special locations and even some gameplay hints.



WATTS

Forgetful to the point of senility, Watts runs a shop deep within the Ulkan Mines. Although his mannerisms may seem rude and curt at times, don't take him too seriously. He means well and has a brave heart in times of trouble. His talents as a blacksmith are well known around Fa'Diel.

BOJRK

These strange, magical creatures appear throughout the lands in *Legend of Mana*. Use them to transport to important places within dungeons or mazes by talking to them. After doing so, you'll get transported to the area of the maze where their tails have surfaced.



GAME BASICS

Legend of Mana is fun, but it is also tough. You'll need more than a walkthrough and a bestiary to polish off this jewel. But hey, we're gamers, we know that, and that's why this section was designed for you.

In this section, you'll find not only insightful tips on combat and two-player control, but what fruit and other produce does when fed to those yellow, purple (or whatever) monsters, and the basics of Golem construction. So grab your Weapon and follow along.

CONTROLS

Controls are controls. Right? Well, kind of, but for those of you who are a bit confused here is a quick refresher.

- ◆ **D-Pad:** The directional controls are used for just that... direction. Don't forget them once you enter battle. Frequently, you'll want to keep a distance from your enemies and attack them from afar with special techniques or magic while your partner keeps them occupied up close.
- ◆ **X:** This is the default action button. During battles, you can execute three quick attacks before resting. This button is also used to select menu items.
- ◆ **Square:** Pressing the Square button activates a Power Attack when in battle mode. When you're not fighting, pressing this button accesses the Menu screen.
- ◆ **Circle:** This is the default cancel button. Use this button to cancel menu selections or to return to the previous screen. It can also be linked to a battle ability.
- ◆ **Triangle:** This button can be linked to a battle ability. It's also used to display Mana on the World Map.
- ◆ **R1, R2, L1, L2:** These buttons activate the character's special techniques or magical attacks. The effectiveness of most magical attacks corresponds to the length of time the button is depressed. The longer you hold it, the stronger the attack.

Note: During battles, you can utilize both the X and Square buttons in conjunction with the battle abilities that your character learns.

Note: You may not activate a special attack if your character is fatigued. Three quick attacks or one strong attack can fatigue a character.

THE LAND CREATION SYSTEM



The Land Creation system is the unique feature of *Legend of Mana*. You can literally build your own world. Make no mistake, *Legend of Mana* has an interesting story, but the freedom of creation given the player gives the game a wide-open, non-linear feel. Not only is there an entire world to explore, but you have to create it first. Let's look at a couple of factors to consider when creating your world.

Artifact Placement

Where you place the Artifacts can alter aspects of the game. Although the "events" within the specific areas remain the same, the land location will influence factors such as "monster toughness." The closer the land is to your home and the older a land is (depending if the Artifact was placed near the start or end of the game), the weaker the monsters will be.



By the same token, many monsters are area-specific. The tougher monsters are linked to the Artifacts and lands that they create. You may want to save a spot next to your Home so that you can create a late-game land. By doing so, you'll ensure that the battles you face there will be a little easier.

MANA



Water will increase that land's Water level to +2. However, placing an Artifact with a +1 in Water next to a land with a +1 in Fire may decrease the Water and Fire levels of the Artifact and the land, respectively.

Areas on the World Map are associated with a specific type of Mana. It's important to consider this when creating lands. Magical instruments, whether bought or created, have specific Mana affinities. These instruments will be more effective in lands with a similar affinity.

Although each land has a dominant Mana type, it may have more than one type associated with the land. The Mana strength of each land is indicated by the number of colored triangles within the Mana circle.

Where you place an Artifact may also determine the Mana level in each land. For example, placing an Artifact with a +1 in Water next to a land with a +1 in

Note: As you may know, placing Artifacts creates lands. Accordingly, earning Artifacts should be your primary goal in any event. There are events that you must complete to trigger events that reward you with valuable items. However, the best quests are the ones whose completion tosses an Artifact into your rucksack.

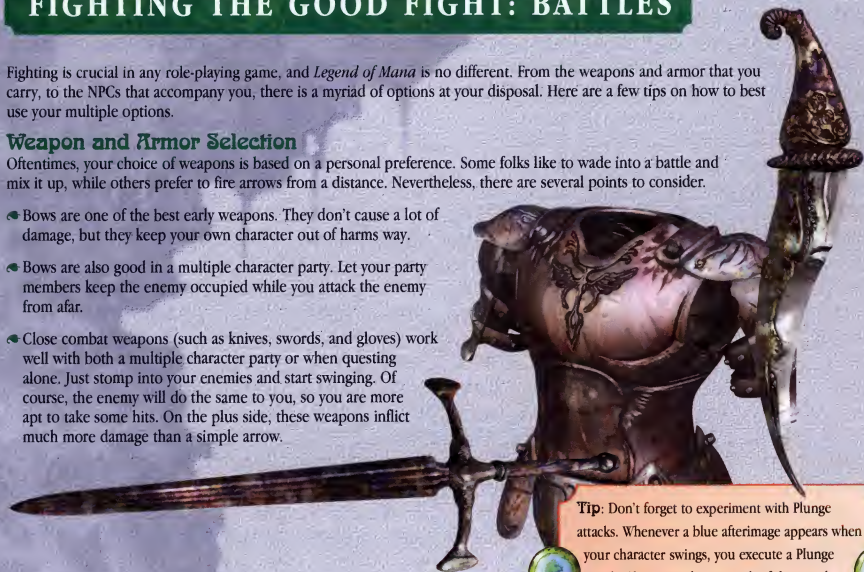
FIGHTING THE GOOD FIGHT: BATTLES

Fighting is crucial in any role-playing game, and *Legend of Mana* is no different. From the weapons and armor that you carry, to the NPCs that accompany you, there is a myriad of options at your disposal. Here are a few tips on how to best use your multiple options.

Weapon and Armor Selection

Oftentimes, your choice of weapons is based on a personal preference. Some folks like to wade into a battle and mix it up, while others prefer to fire arrows from a distance. Nevertheless, there are several points to consider.

- Bows are one of the best early weapons. They don't cause a lot of damage, but they keep your own character out of harms way.
- Bows are also good in a multiple character party. Let your party members keep the enemy occupied while you attack the enemy from afar.
- Close combat weapons (such as knives, swords, and gloves) work well with both a multiple character party or when questing alone. Just stomp into your enemies and start swinging. Of course, the enemy will do the same to you, so you are more apt to take some hits. On the plus side, these weapons inflict much more damage than a simple arrow.



Tip: Don't forget to experiment with Plunge attacks. Whenever a blue afterimage appears when your character swings, you execute a Plunge attack. Chain together enough of them and you may immobilize your opponent. This creates the best time to unleash a devastating Special Technique and win the battle.

Movement

Unlike other traditional RPGs, movement is an important part of *Legend of Mana* combat. "To move is to live."

Moving up and down the screen dodges ranged attacks, while moving back and forth across the screen enables you to whack your enemy, and then retreat from its close position.



Tip: If the other characters in your party like to fight in close, you can use their cover to dash behind the opposition. From that position, you can either let loose a hail of arrows or hack away at the enemies' back.

Frequently, you can lure the enemy into a trap with your NPC's movement. This works especially well with a Golem. If you have a Golem programmed to shotgun anything immediately to its front, it will ignore threats to the side. You, however, can lure these threats into the Golem's kill zone by moving close to the enemy and then moving through the kill zone. The enemy will normally follow you and the Golem will zap them when they move into the zone.

SPECIAL TECHNIQUES

Special Techniques are some of the most powerful attacks in the game. Rapidly learned with each new weapon type, they are tempting attacks that must be well-timed to maximize their effectiveness.

However, you don't want to fill the R1, R2, L1, and L2 buttons with Special Techniques. Many magic attacks (which also require these buttons to be cast) are more powerful. Split the difference, using the right buttons for Special Techniques and the left buttons for magic.

Execute Special Techniques when you most need them. Don't throw them at the last, weakened enemy to finish a battle or before a Boss fight. All Special Techniques have varying attacks and ranges. Save the area attacks for groups of enemies and use the Frontal attacks on a single enemy or Boss.



CREATING WEAPONS AND INSTRUMENTS

Although you can purchase a large variety of weapons and instruments, you may also manufacture your own. Not only is building your own set of weapons interesting, but it enables you to experiment with different combinations, eventually finding the magical instrument or deadly weapon that suits your style of play.

Instruments

Creating instruments is a straightforward process. You must first complete the "Reach for the Stars" event or finish the professors' classes at Geo. Once that is done, return to the Workshop at Home and agree to help the student with the elemental coins. Return to the Instrument Workshop and you're ready to manufacture instruments.

First you must choose the instrument type (Harp, Marimba, Flute, or Drum). Next choose a primary material from those that you have either bought or accumulated in your battles. Finally, mix in an elemental coin to finish off the job. The coins, however, are the tough part.



Tip: If the Elemental traces circles on the screen, drawing no closer to your position, the music isn't working. The Elemental may even tell you if they like the song or not; if so, try a different tune. If the Elemental draws near and you fail to catch it, exit and then re-enter the screen. This will usually "reset" the Elemental, providing you a second chance.



As you roam through the game, you'll discover Elementals. If you play them the correct song, you can lure them close. Once adjacent to the Elemental, you can capture the ethereal beings by pressing the Circle button. If you are successful, they will cough up an elemental coin or two.

Weapons

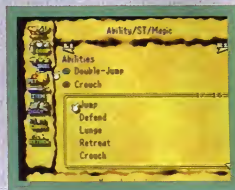
You can't build weapons until you have completed the event "Watts Drops His Hammer." Once that is done, Watts will construct the weapon building workshop.



ABILITIES

Abilities are a fascinating, subtle system that really complements your normal and power attacks. Although you can use most as a separate character action (i.e. Dash scoots your character forward), combining them with normal and power attacks is their real power.

This takes some experimentation. Try a few, decide what you like, and determine the best way to utilize them.



EXPANDING YOUR PARTY

The number of party members available to your character is *Legend of Mana*'s great equalizer. The more characters in your party, the easier the events become.

A bit later in the game, you can take pet monsters or Golems in addition to the non-player characters that accompany you. Coaxing characters into joining your party is easy. Simply follow the walkthrough and when prompted, ask the character to join you.



Unlike NPCs, you must capture and raise pet monsters in order to get them to join your party. Additionally, Golems must be built in the Golem Workshop, which appears in the Workshop section of your home after you have completed the "Professor Bomb" event.

Tip: Make special note of each Golem, pet monster, or NPC's special characteristics and Synchro Effect. For example, an NPC that enhances healing is a great friend to snug up to when your Hit Points are low. Don't forget that pet monsters and Golems cannot be in the same party together.

CAPTURING AND RAISING PET MONSTERS

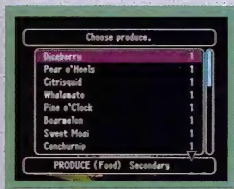
Pet monsters are great fun. They are not only fun to capture, but are interesting to raise, and make great party members in a fight.

Capturing monster eggs is done within the various lands. Return to the location of a previous Boss fight or land, and you'll randomly find a monster egg. To capture an egg, place some produce near it. If the egg likes the food, hearts will blossom above the egg's head. If the little critter dislikes the food, the dreaded exclamation point appears. Keep feeding it food until the egg falls asleep (the "zzzzz" sign will appear above its head). Walk up to the sleeping egg, press the X button, and it's yours!

The Pelican will carry the egg back to the Monster Corral at your Home. After some time has passed (you may want to complete an event), the egg will hatch into a pet monster. You can take the newborn with you on your next quest, let it graze in the yard, or feed it.



When you take a pet monster with you, it will level up in the same way as your character. After defeating an enemy, give your pet monster (or any other party member) a few seconds to pick up the blue colored gems the enemies leave behind. Don't wait too long, or else the gems will disappear, depriving you or your party members of some much needed experience. On the flip side, pet monsters sent to graze will also level up, although not quite as quickly as those actively fighting. Another way for your pet monsters or other party members to earn experience is to equip the **Forbidden Ring** (given to you by Daena), which allows you to share earned experience points with your party members.



You can feed the pet monsters produce to mold their personalities and beef up their stats. For example; stuffing a pet monster with Apricots increases its defense and calms it. (Consult the Produce section for a complete list.) Pet monsters seem to level up much quicker if their feed box at the Monster Corral is full. As a general rule of thumb, be sure to fill up each pet monster's feed box at the Monster Corral with some type of produce.

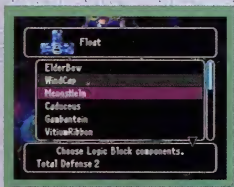
GOLEM CREATION



Golems are fascinating to create and make powerful partners. To begin manufacturing these mech-like robots, you must first complete "Professor Bomb's Lab." After completing the event, the good professor will erect a Golem workshop behind your house.

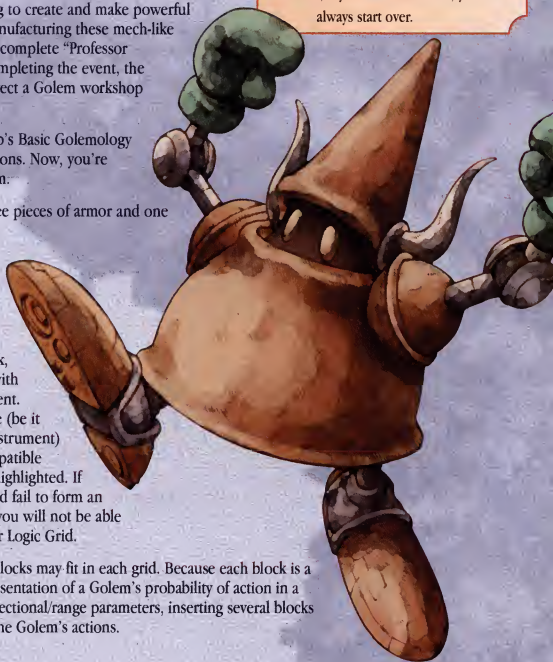
Browse through Bomb's Basic Golemology and answer the questions. Now, you're ready to build a Golem.

As Basic Golemology states, the Golem's body consists of three pieces of armor and one weapon. Note that the size of the Golem's subsequent Logic Grid is determined by the armor (the better the armor, the bigger the grid). Of course, you can insert more Logic Blocks in bigger Logic Grids. This in turn gives the Golem a more comprehensive set of responses.



To form a Logic Block, combine a weapon with armor or an instrument. Once the initial piece (be it weapon, armor or instrument) is selected, only compatible choices will remain highlighted. If the two items selected fail to form an orange Logic Block, you will not be able to place them in your Logic Grid.

Tip: Feel free to experiment with Golem construction. Choosing the Discard option returns the parts used in your Golem to your stockpile. Hence, if you make a mistake, you can always start over.



Tip: Even basic, simply designed Golems can be lethal. Although some simple Golems only attack along a single axis, it is still deadly when attacking. However, it's your job to lure the enemy into this axis.

Several Logic Blocks may fit in each grid. Because each block is a graphical representation of a Golem's probability of action in a given set of directional/range parameters, inserting several blocks will diversify the Golem's actions.

GROWING PRODUCE



After you have completed the “Mana Orchards” event, you can grow your own produce. The process is easy; give the tree some seeds and after a short time, it will grow into either fruit or vegetables. The tree can only hold a maximum number of four seeds. After some time has passed, which is determined by how often you’ve walked from land to land, you can return Home to pick the produce that’s hanging from the tree. Simply stand underneath it, press the X button to pick the produce, and carry it to the wooden crate near the tree to store it.

As we mentioned before, you can use the produce to mold your pet monsters, but there are also other uses. Once you learn to build Golems, you can use much of the fruit grown in the Mana Orchard to paint the Golems. For Example, Citrisquid paints your Golem bright yellow.



TWO-PLAYER CONTROL

You can initiate two-player control at Home in the bedroom or at any of the game’s Save Points. The second player controls the party’s NPC.

The controls are identical to the first player’s controls. It is not impossible to complete Legend of Mana using the main character by itself, but as the saying goes, two heads are better than one. No Legend of Mana Boss can withstand the assault of a pair of humans. Two players can stick it to their opponents from afar (the NPC can use magic if they lack a ranged weapon), or the stronger of the two characters can wade in close while the other hangs back.

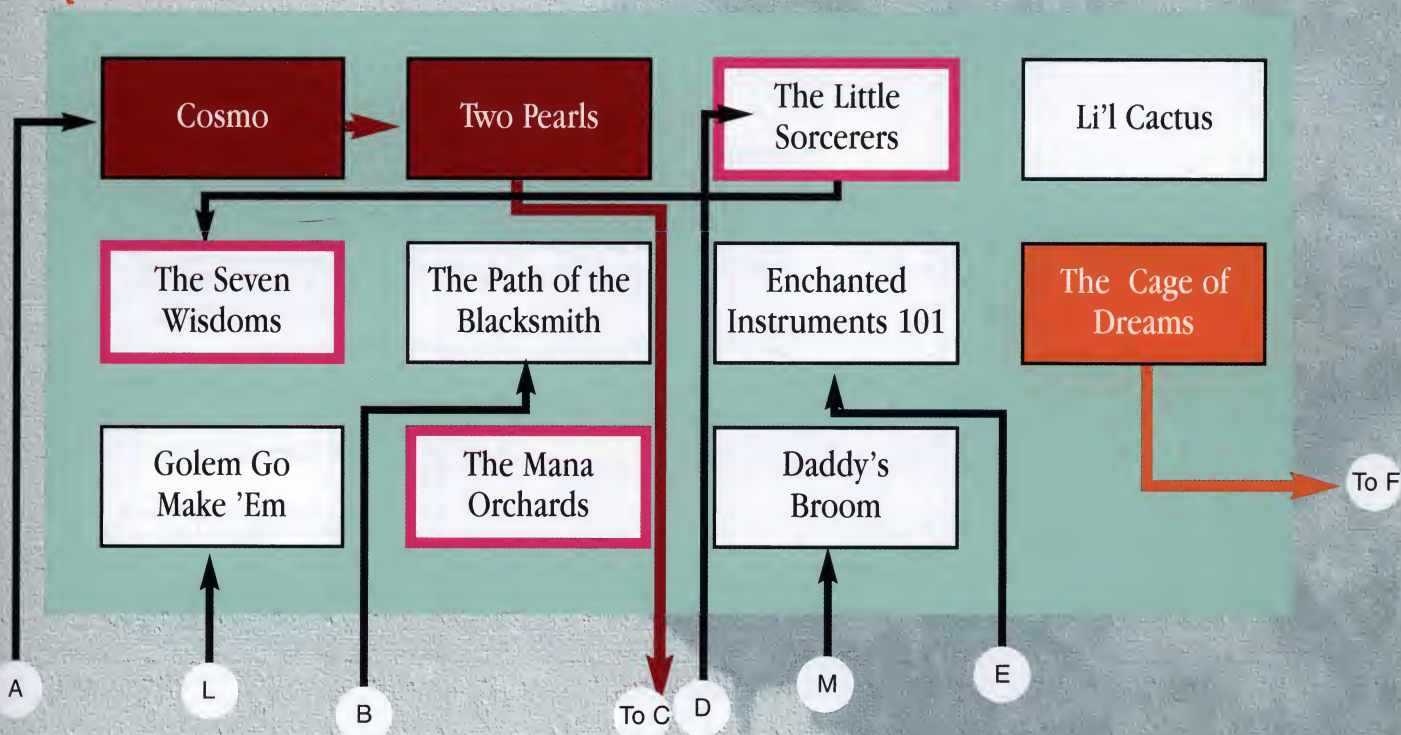
If both characters are using strong close-combat weapons, they can choose to attack the enemy from opposite sides. The options are virtually limitless, so experiment a bit and work with what’s best for you.



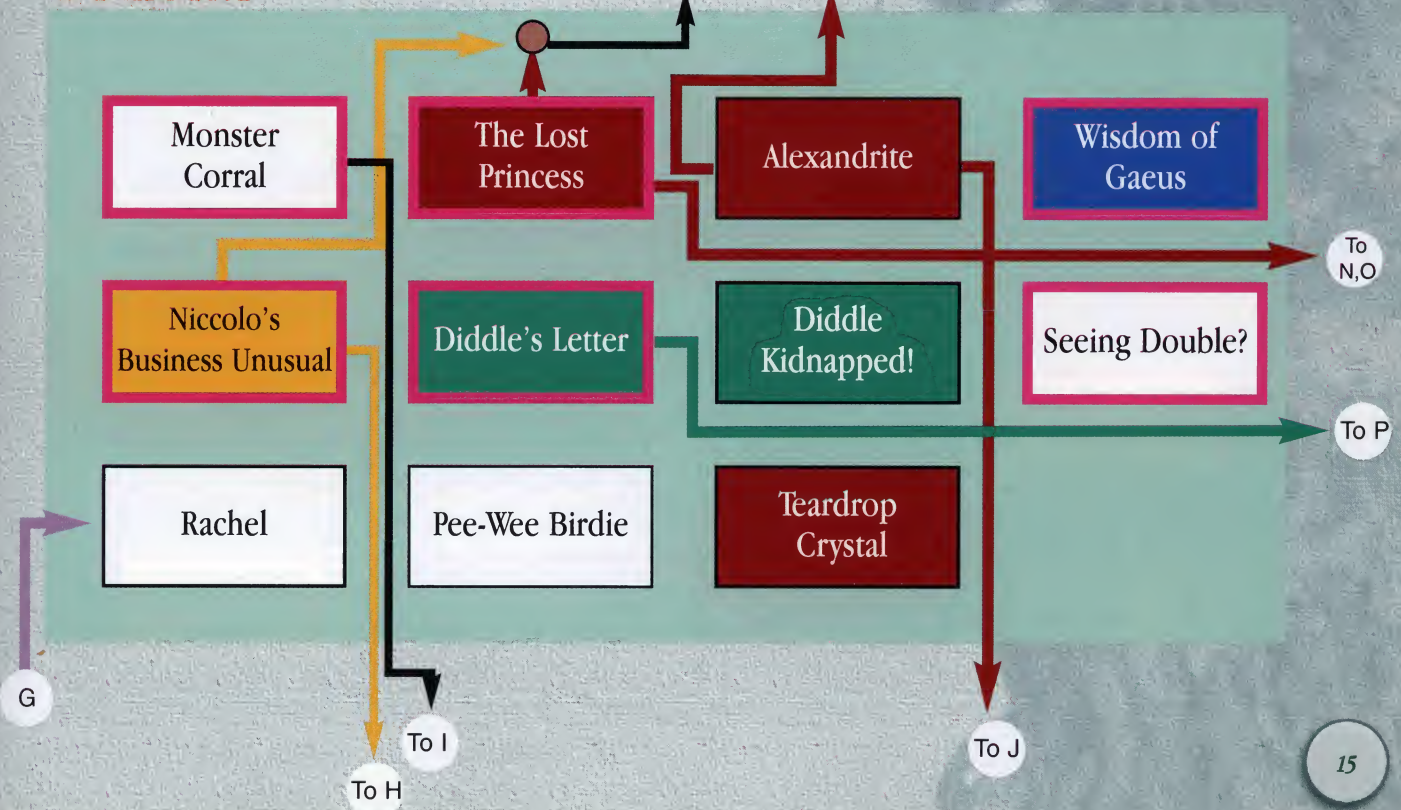
LEGEND OF MANA EVENT FLOWCHART

This section contains a visual representation of every Event in the game, and how they relate to each other. If at some point in the game you don't know where to go next, come here to shed some light on the situation. Most of the Events in the game follow a similar theme. Thus, sometimes you may not trigger a certain Event until a related Event is complete. For example, the Event "Daddy's Broom" (Home) cannot be triggered unless "The Infernal Doll" (Junkyard) is complete. Refer to page 18 for the legend.

HOME



DOMINA



LAKE KILMA

JUNGLE

The Gorgon's
Eye

Huntin' Du'Cate

The Murmuring
Forest

To R

To S

MADORA BEACH

LUMINA

Summer Lovin'

P

Faeries' Light

Diddle
Had It!

To BB

T

To U

U

Niccolo's Business
Unusual: Part 3

A Siren's Song

To L

To V

Z

W

Q

To X

JUNKYARD

The Infernal Doll

Professor Bomb's
Lab

To M

To W

POLPOTA HARBOR

Drowned
Dreams

Gilbert: Love Is
Blind

N

X

To AA

DUMA DESERT

Reach for the
Stars

The Wimpy
Thugling

THE MINDAS RUINS

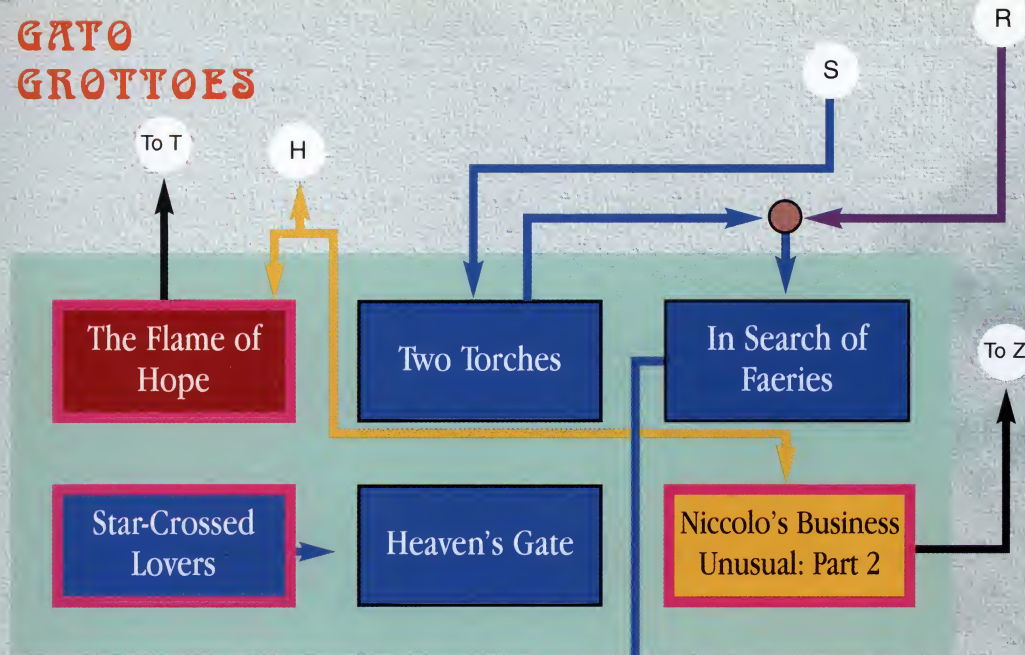
Teatime of
Danger

J

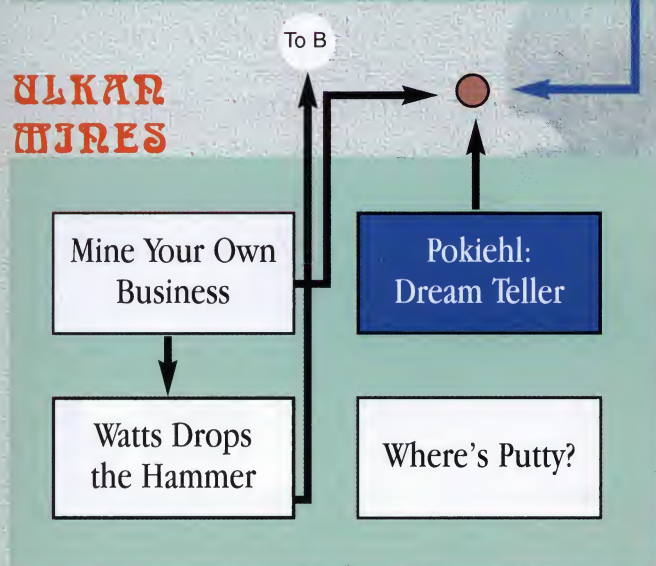
Y

To K

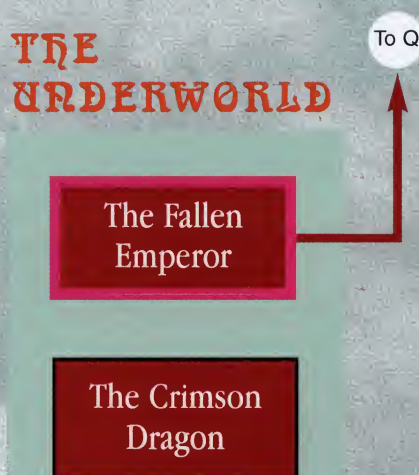
GATO GROTTOS



ULKAN MINES

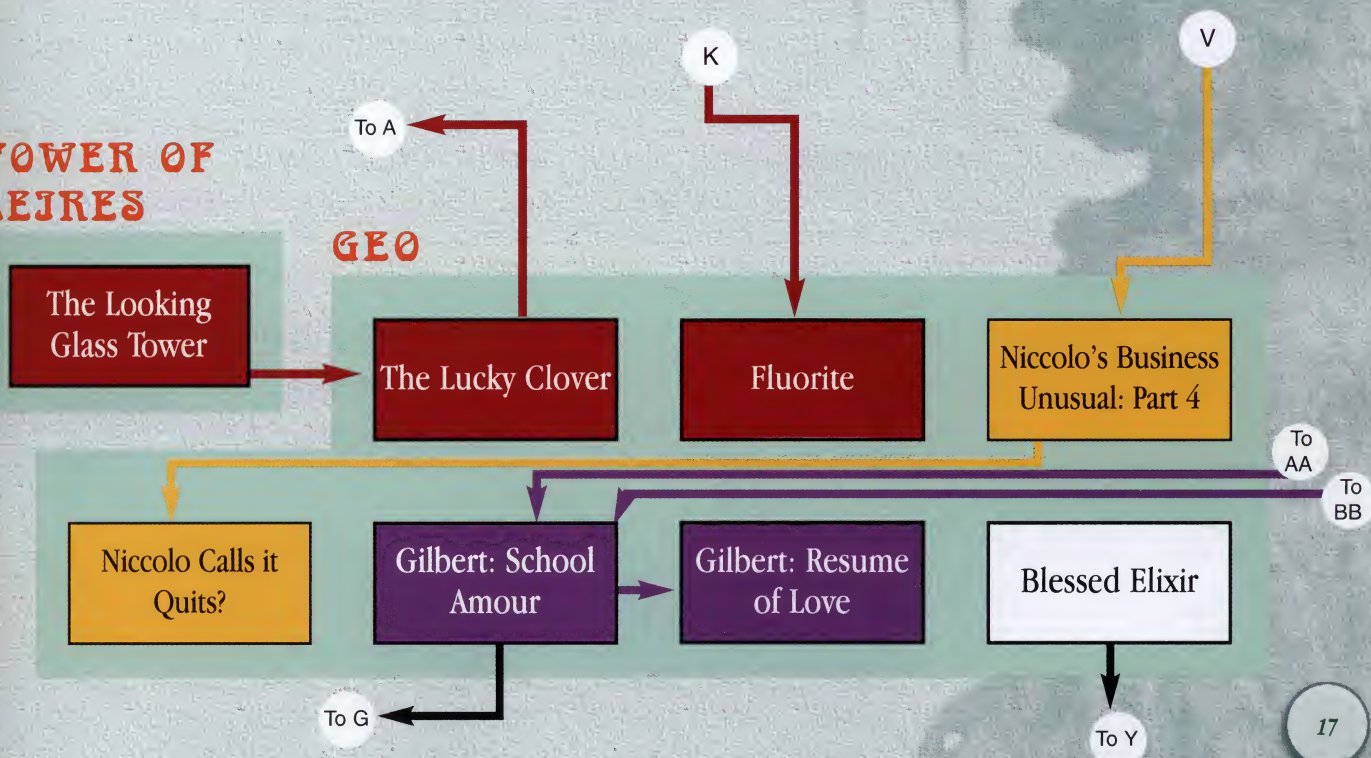


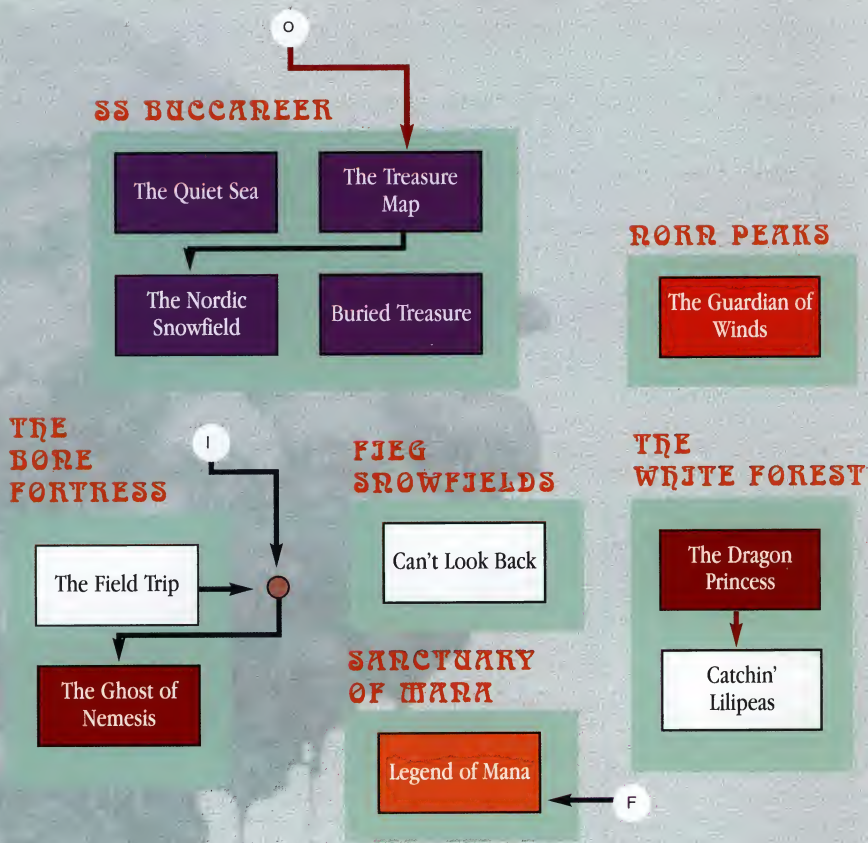
THE UNDERWORLD



TOWER OF LEJRES

GEO

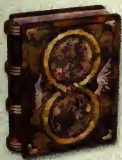




LEGENDS

- The Jewel Hunter Events
- The Escad Events
- Niccolo's Events
- Diddle & Capella Events
- The Pirate Events
- The Gilbert Events

- The Dragon Killer Events
- Final Events
- Independent Events
- "+"
- Path to linked Event



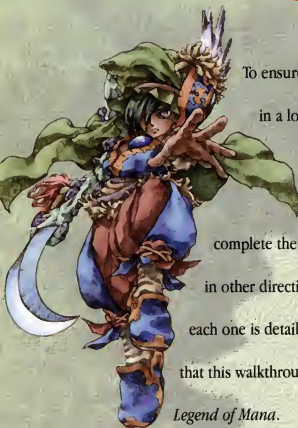
WALKTHROUGH



WALKTHROUGH

Legend of Mana is structured in a very unique way. As you play, your character gets rewarded for completing various tasks, or "Events." These rewards can be either items or Artifacts. These Artifacts (a total of 26) are the keys to unlocking all the Lands in the game. Each time you place an Artifact on the World Map, it creates another land for you to explore. This gives the game a very open feel, and you'll find yourself travelling through some of the Lands multiple times in order to complete various Events.

Note: For more details on using the World Map and placing Artifacts, see the Game Basics section.



To ensure that you complete every Event, this walkthrough is structured in a loosely chronological order. Each chapter represents a collection of Events that should be completed before proceeding to the next chapter. You can follow the walkthrough as written and complete the game, however, the various decisions you make can take you in other directions. When given the choice between two courses of action, each one is detailed in the walkthrough. Keep in mind, however, that this walkthrough is only one of many ways to complete *Legend of Mana*.

To begin, you must first have a place to hang your hat. When you begin the game, you'll be taken to the World Map, where you receive the Mailbox Artifact. Place the Mailbox on any of the lighted areas within the frame; this then becomes your home for the entire adventure. After placing the Mailbox on the World Map, it creates the land called "Home."



C

CHAPTER ONE: *The Adventure Begins*

Lands:	Home, Domina, Luon Highway, Mekiv Caverns
Artifacts:	Colorblocks, Jade Egg, Wheel, Flame, Medallion, Stone Eye, Firefly Lamp
Events:	The Lost Princess, Niccolo's Business Unusual, The Mana Orchards, The Monster Corral



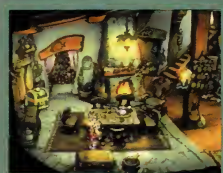
HOME



Enemies:	None
Boss:	None

You begin the game inside your bedroom. Across the room, you'll find Li'l Cactus, a potted plant that's more than meets the eye. Li'l Cactus will chronicle in a diary all the Events you complete (the green leaf hanging on the nearby post). To have Li'l Cactus add an entry, speak to him after completing an Event. Then after you leave the room, Li'l Cactus will make a note of it in the diary.

Downstairs you'll find a chest with **100 Lucre** inside. After picking up the loot, open the door across the room to enter the Library.



Li'l Cactus

A shy little creature, Li'l Cactus is a cactus of few words, but it thinks about many things.

Inside the Library, you can access your Encyclopedias by approaching the desk. These volumes serve as a reference to everything you come across in your travels. Initially, you'll find volumes that cover the following:

- **Characters:** As you meet new characters on your journey, a brief description of each one is entered in this volume.
- **Lands:** Each land you create by placing an Artifact on the World Map is noted here. These are cross-referenced with the Artifacts that created them.
- **Artifacts:** This volume provides more detail on the Artifacts discovered as you explore the Lands and complete Events.
- **Monsters:** Enemies you fight are detailed here for quick reference.
- **Techniques:** The various battle techniques your character can employ are covered here. As you gain more, they are added to this volume.



You will find more Encyclopedias as you travel. Make sure you return home often to check out any new ones you receive. They provide valuable information on many topics.

When you're finished in the Library, it's time to venture out and explore the rest of your home. Outside, you'll encounter a Sprouting who will give you the **Colorblocks Artifact**. You can place it on the World Map to create Domina, the next land you'll visit.

The other paths near your house lead to the Monster Corral, the Backyard Orchard, and the Workshops. There's not much to see just yet, but when you return here later, there will be plenty to see and do.

To leave, follow the path down the hill from your front door and answer "Yes" when asked if you want to exit to the World Map. From the World Map, select the Colorblocks Artifact (by pressing the Square button) and place it on the map to create Domina.



Sprouting

Sproutings are little plant-like creatures that seem to appear out of nowhere and end up living in any town. They all share the same mind with each other.



DOMINA



Enemies: None
Boss: None

Domina is a large, thriving community with many areas to visit. Because it serves as a trading and commerce hub for the region, you can purchase goods here as well as find many interesting people to talk to.

In the Center of Domina, you'll find two places to visit that are vital to your quest. The first is Amanda & Baret's Inn, which is straight ahead as you enter town. Upon entering, you'll notice a person speaking with an odd-looking knight. When the conversation ends, this person, named Elazul, will enter the Inn. Follow him inside the Inn, where you're faced with your first real decision.

Elazul

Elazul is Pearl's knight, and the youngest of the Jumi. He speaks and acts in a rough manner, and thus starts the occasional fight.



Inside the Inn, Elazul rudely questions Rachel, an employee of the Inn. If you side with Elazul, you'll have the option of helping him search for Pearl, the girl he's looking for. If you side with Rachel, Elazul will leave. The best course of action here is to side with Elazul and offer to help him search for Pearl. Rachel will give you the **Jade Egg Artifact** before you leave the Inn. This begins the Event "The Lost Princess."

Rachel

Rachel is the daughter of Mark and Jennifer and she works in the Inn in Domina. She rarely speaks, and doesn't become too friendly with anyone. She is sick of her Faerie-like appearance and the room décor.

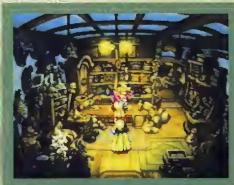


Leave the Inn and head for the lower-left part of the screen. This is the Knight of Jema, Domina's item shop. Enter the shop and approach Jennifer at the counter. Select "Buy Item" from the menu that appears, and then choose some Armor from the list. If you're using a one-handed weapon, selecting a Helm and a Shield is a good choice.

Jennifer

Mark's wife, who likes spending time outside the shop. She says anything that crosses her mind.

The other door in the shop leads to Mark's room; you can also reach this room from outside the shop. Inside, you'll meet Duelle, the Onion Knight, who won't have much to say at this point. However, you'll run into him several more times in your travels and he'll help you with battle features and other important basics.



Teapo is the hopping teapot who clearly doesn't like Elazul, and Mark is sitting in the chair. Talk to Mark and he'll hand over the **Equipment Encyclopedia**; you can review it later when you return home. Rachel's room upstairs has nothing of interest in it, so you can leave the shop as soon as you're done talking to everyone.



Teapo

A magical life-form with a kind heart, Teapo thinks she is a jewelry collector, but most of her collection are glass fakes that Niccolo has sold to her.

Mark

The owner of Domina's item shop and also Rachel's father. He really loves his family, but they seem to be a little sick of his overdose of love.



Duelle the Onion Knight

An onion warrior, Duelle likes everything straight-forward, and hates people like Niccolo with a passion.

There are three exits from this part of Domina; use the one at the top of the screen to reach the Marketplace.

At the Marketplace, you'll encounter Niccolo. Niccolo is a merchant in search of someone to help him rid the roads of the bandits who are making it impossible for him to make a living. Make sure you answer "NO" when he asks if you agree that it's not safe to leave town.

If you choose to go with Niccolo, you must abandon Elazul. Since you can come back and get Elazul later, and even complete "The Lost Princess" without him, go ahead and accept Niccolo's offer. This triggers the Event "Niccolo's Business Unusual." As you'll see with the next section, it's not always necessary to complete an Event that just triggered.

Now that you have the Jade Egg, make sure you're well equipped and prepared to head out. Accompanied by Elazul (or Niccolo if you choose), leave Domina and enter the World Map. Place the Jade Egg Artifact on the map to create the Mekiv Caverns.

Niccolo

He believes that he brings happiness to his customers with his transactions, but he sometimes plays dirty tricks on them. He dislikes Elazul, Sproutlings, and Flowerlings.





MEKIV CAVERNS



EVENT: THE LOST PRINCESS

Enemies: Bloodsucker, Poto, Pincher Crab, Mushroom

Boss: Du-Inke

Although this Event is designed to be completed with Elazul, you can also complete it with Niccolo as your partner as long as you already have the Jade Egg Artifact. Some of the dialog will differ, but the end result is the same.



Upon entering the Caverns, speak to Duelle the Onion Knight. He has some information on abilities, fighting, and other useful stuff. When you're finished, explore the caverns.



Near the cavern entrance, you'll see the waving tails of two Boinks. Boinks are very useful creatures. When you see one of the purple creatures, approach it and you'll get transported back to where its tail is.

The caverns have several levels, and it's best to explore each completely before going down to the lower levels.

Note: Remember, as you gain abilities, assign them to a button on your controller so you can use them in combat.



Boink

A strange creature that knows the links between dimensions. Those who touch it will immediately fly to where its tail is.



From the entrance, take the path up to the Ground Level; there is a chest that contains **Lizard Meat**. After picking it up, head to Underground Level 1.



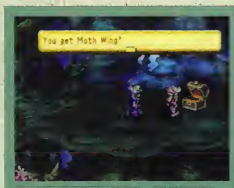
In the next area, you'll run into the first Boink. (If you need to, use the Boink to return to the cavern entrance quickly.)



After a brief encounter with multiple enemies, continue to the right to reach Underground Level 2.



Head for the Boink and open the chest to get a **Blank Eye**. If you follow this level all the way to the left, you'll return to Ground Level. Instead, walk back to the right and go down to Underground Level 3.



When you reach Underground Level 4, pick up the **Moth Wing** from the chest, and then walk up the steps ahead to enter the Stalagmite Cavern.

This is it! Pearl is nearby and your only foe here is Du'Inke, a giant ape who wields a massive axe. To reach Pearl, you must defeat Du'Inke!

BOSS: DU'INKE

Attacks

Axe Throw, Axe Swing (1), Axe Swing (Stun), Kick, Icicle Drop, Fire Breath

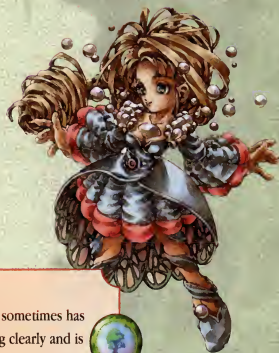
Lgt	Drk	Lif	Gld	Fir	Ear	Air	Wtr
X	—	O	—	—	—	—	—

A violent great ape lurking in the depths of the Mekiv Caverns, its deathblows are all attacks that reach out in front of it, so get behind it as soon as you see the wind-up motions. However, watch out for Du'Inke's Kick attack, which can get you even if you're behind it.



After defeating Du'Inke, you'll find Pearl hiding nearby. If you have Elazul with you, he'll talk to her. If you are with Niccolo, Elazul will arrive shortly and take over. In either case, Pearl will give you two Artifacts before she leaves: **Stone Eye** and **Firefly Lamp**.

From the World Map, head for Home. Head upstairs and talk to Li'l Cactus. As you leave the bedroom, he will jump up and scribble something in his diary. He only writes one Event at a time in his diary, so it's a good practice to return Home between Events in order to get him to write them all down.



Pearl

Elazul's partner, Pearl sometimes has a tough time speaking clearly and is also very shy. She has a tendency to wander off and get lost while thinking.



LUON HIGHWAY

EVENT: NICCOLO'S BUSINESS UNUSUAL

Enemies: Stinger Bug, Rabite, Chobin Hood, Spiny Cone, Chocobo

Boss: Mantis Ant

If you opted to complete "The Lost Princess" first, you will find Niccolo in Domina's Marketplace upon your return to Domina.



When you agree to help Niccolo (if you haven't done so already), he mentions that he needs to talk to Teapo. Head back to the Center of Domina and enter Mark's room beside the Items shop. Niccolo will mention to Teapo that he has an item for sale. Teapo can't afford it, so Niccolo will tell her that your character can use it until she has the money. He then gives you the **Wheel Artifact**.

Leave Domina with Niccolo, and place the Wheel on the World Map to create Luon Highway. This is where you'll find Pearl (who is lost and looking for Elazul) and Duelle.

Pearl will leave to find Elazul and Duelle will again offer some general information. Note the Boink's tail nearby before leaving the area and entering the highway. The Boink located along the road will transport you back here.

Continue along the highway, battling the various enemies along the way.

Continue along the path until you reach the fork in the road. At the fork, take note of the small statue at the top of the screen. You can use it to save your position or to enable another player to take control of Niccolo.

Talk to Daena, who will talk about the Seven Wisdoms. You can choose any question on her list to ask her, and she'll stick around to fill you in about the Wisdoms (including Gaeus the Earth) and Gato Grottoes. Open the chest near the fork, and retrieve the Ear of Wheat inside.



It's now decision time. To complete "Niccolo's Business Unusual" now, take the north path at the fork. To visit Gaeus the Earth, you can take the southern path. Your visit with Gaeus will be more productive without Niccolo along, so consider the north path first.

After a few encounters, you'll encounter some Chobin Hoods in the next section of the highway. Before you fight them, refuse to hand over any cash and a couple of Chobin Hoods will summon their master to finish you off.



BOSS: MANTIS ANT

Attacks

Axe Upswing, Axe Sideswing, Strong Acid, Aerial Shockwave, Shockwave

Lgt	Drk	Lif	Gld	Fir	Ear	Air	Wtr
—	—	O	X	—	X	O	—

The wind-up moves for the Mantis Ant's Shockwave and Aerial Shockwave deathblows are big, so you can dodge them easily. Also, beware of its Strong Acid attack, which causes a Poison status effect. Fight it from as far away as possible, and use your Special Techniques wisely.

Defeating the Mantis Ant is fairly easy, as long as you and Niccolo stay on opposite sides of the monster. Let Niccolo battle the Mantis Ant up close, while you stand back and attack the beast from afar, or make quick attacks before clearing out.



Congratulations! You've completed "Niccolo's Business Unusual." Niccolo will thank you, and hand over an **Iron Pot**, a **Greenball Bun**, a **Tako Bag**, and the **Flame** and **Medallion Artifacts**.

Don't immediately leave Luon Highway. There are two more things you can do here. Unless you feel you need a partner, you can complete these tasks alone.

At the entrance to Luon Highway, you'll see a new Boink. Use it to warp to a fork in the road. Take the southern path.



Once you get past this area, you'll see a cave entrance. This is the Chobin Caves, the hideout of the Chobin Hoods. There are several worthwhile items inside the caves, so step inside.



On the first level of the caves, stay on the top level and continue to the next area. After defeating the enemies, continue until you reach two chests. Get the **Needle** and **Blackened Bat**, and then go back the way you came.



When you reach a set of steps leading down, take them to reach the next level. Open the two chests near the steps to find a **Poison Fang** and an **Angry Eye**. Follow the path deeper into the cave.



Continue along the path until you find another chest that contains some **Grave Dirt**. You've gone as far as you can, so turn around and head back towards the entrance.



Leave the Chobin Caves, and head for the fork in the road. Turn right at the fork, and follow the road.

When you enter the next area, you'll run into Gaeus the Earth, one of the Seven Wisdoms.



When you approach Gaeus, he appears to be asleep, but will wake up as you get near. Answer "Yes" when asked if you want to come closer, and Gaeus will lift you up in his stony hand.

Gaeus has the answers to several questions. Most importantly, he will tell you of an ancient tree in your Backyard Orchard. When he's finished, leave and then return to him to ask another question (you can only ask him one question at a time). When you're finished, return back down the highway. When you come to the fork in the road with the save statue, save your game before heading for the entrance to Luon Highway.



DOMINA



EVENT: MONSTER CORRAL

Enemies: None

Boss: None

Return to Domina and upgrade your character by purchasing equipment in the Item shop. You should have more than enough Lucre after your time on Luon Highway to have a full complement of armor and weapons at this point. Take the west exit from the

Center of Domina. Continue to the west, passing by Diddle and Capella, until you reach the end of the road. Duellie will meet you there, and tell you how to catch a monster egg.



He'll give you a Diceberry, Bellgrapes, and a Citrisquid to use as bait. Follow his instructions and drop one of them on the ground to distract the egg. When the egg starts to eat it, wait until you see the hearts over its head, and then walk up behind it and grab it.



The Pelican will come along and fly your new egg back to the Monster Corral at Home, after which you'll automatically return Home. You can take pet monsters with you on adventures, so train and feed them well so that they grow up to become great fighters.



HOME



EVENT: THE MANA ORCHARDS

Enemies: Lullabuds

Boss: None

From the World Map, head for Home. Check out your Encyclopedias in the Library, because many things have been added to them in your travels. When you're done, leave the house and head for the Backyard Orchard.

As you leave the house, Pelican will stop you and tell you about a pumpkin infestation in western Domina. This is the beginning of the Event "The Little Sorcerers." Don't head for Domina just yet; instead, enter the Orchard.

There are four Lullabuds in the Orchard. You must dispose of them to continue. Upon doing so, an earthquake shakes the orchard and the ancient tree will appear. He will explain that he can cause Mana energy to manifest in the seeds he can grow. Give him as many seeds as you can (you should have picked some up in your travels).

Talk to him several times to ensure he has all the seeds he can hold, and then leave the Orchard. The rate at which the seeds grow depends upon the level of Mana in all the Lands. The higher the surrounding Mana level, the faster the seeds will grow. Check back periodically to see if the seeds are ready, and give the tree more seeds to grow.

This Event stays open until you harvest the first produce.



CHAPTER TWO:

The Next Adventure

Lands:	Domina, Lake Kilma, Lumina, Gato Grottoes, Jungle
Artifacts:	Trembling Spoon, Sand Rose, Ancient Tablet, Torch of Coral, Broken Doll
Events:	The Little Sorcerers, Seeing Double, The Seven Wisdoms, Diddle's Letter, The Gorgon Eye, Faeries' Light, The Flame of Hope, Niccolo's Business Unusual: Part 2, Huntin' Du'Cate, Murmuring Forest

Assuming you're following this walkthrough from Chapter One, place the Artifacts you've earned (Stone Eye, Firefly Lamp, Medallion, and Flame) on the World Map. This creates the lands Lake Kilma, Lumina, Jungle, and Gato Grottoes. As you'll see later in this chapter, you may want to place an Artifact on the Map until it is necessary to enter the land the Artifact creates. Remember what was mentioned in the Game Basics about increasing the Mana level in each land.

You have already triggered the Event "The Little Sorcerers," so let's tackle that one first.



DOMINA



EVENT: THE LITTLE SORCERERS

Enemies:	None
Bosses:	Bud and Lisa

Enter Domina, and head for the west side of town. When you reach the outskirts, Pelican will complain about the pumpkins making his job difficult again. Continue to the edge of town.

Two sorcerers, Bud and his sister Lisa (well, mostly Bud), have hatched an evil plot to take over the world with Pumpkins. After a brief conversation, they will attack you.



BOSSSES: BUD AND LISA

Attacks (Bud)

Quick Attack 1, Quick Attack 2, Quick Attack 3, Power Attack, Commando Thrust, Commando Uppercut, Commando Jump, Frying Pan Attack, Rock Stream, Wood Shot, Rose Strangle, Pumpkin Attack

Lgt	Drk	Lif	Gld	Fir	Ear	Air	Wtr
—	—	—	—	—	—	—	—

Attacks (Lisa)

Quick Attack 1, Quick Attack 2, Quick Attack 3, Quick Attack 4, Power Attack, Commando Thrust, Commando Uppercut, Commando Jump, Spin Attack (Weak), Spin Attack (Strong), Platinum Needle, Firestorm, Novastorm, Pumpkin Attack

Lgt	Drk	Lif	Gld	Fir	Ear	Air	Wtr
X	---	---	---	X	---	---	---

Bud is Lisa's younger twin brother. He casts magic in volleys, so he's difficult to damage. Use your power attacks to stun him so you can use your quick attacks. Keep using this pattern, and he'll go down. Avoid his frying pan quick attacks; he can pin you in a corner and cause decent damage to you.

When fighting Lisa, be prepared for lots of attacks. You can interrupt her spells by hitting her while they charge up. While Bud prepares to attack, use your Special Techniques on her.

You can avoid most spell effects by hiding in the lower-left corner of the area. You can stun (and interrupt the spells) of both Bud and Lisa by hitting them while the spell is charging.



After defeating Bud and Lisa, Bud asks to be your apprentice. Whether you accept his offer or not, Lisa and Bud will become permanent residents back at your home. This completes the Event.



EVENT: SEEING DOUBLE

Enemies: None
Boss: Shadow Zero-One

To complete this Event, re-enter Domina. As you enter the Center of Domina, you'll see a Doppelganger of yourself torturing a Sprouting. Follow the Doppelganger. (You MUST leave the Center of Domina by the same exit the Doppelganger takes.)



Note: This event will only occur if Domina's Dark element level is at Max (3). This depends entirely on how you've positioned your Lands on the World Map, since nearby lands will influence one another. You may want to save a blank space next to Domina in order to place an Artifact with a high Dark element level.



Walk past the church and through the Marketplace to reach the Center of Domina. You'll see the Doppleganger again here; follow it when it leaves.

Enter the Item Shop and go to Mark's room. The Doppleganger, now disguised as Duelle, is threatening Teapo. After giving up all of her pumpkins, "Duelle" leaves. Follow him out of the shop.

You'll finally catch the Doppleganger at the West End of town. It reveals that it's actually a monster named Shadow Zero-One. It is one awesome opponent, so prepare for your toughest battle yet!



BOSS: SHADOW ZERO-ONE

Attacks							
Kick, Cling, Glare, Punch							
Lgt	Drk	Lif	Gld	Fir	Ear	Air	Wtr
—	—	—	—	—	—	—	—

Shadow Zero-One has a very powerful punch, and is relentless in its pursuit of you. Even worse, the Boss throws a flying kick that will stun and severely damage you. Keep your distance and use lots of powerful attacks.

You need to always stay on the move in this fight. You can't re-charge your Hit Points easily here, because you won't have the time to stand still long enough. Also, you don't have a partner along to help your Synchro ability. Make sure you have Crouch enabled as an Action so you can regain Hit Points at a quicker rate. You must deplete Shadow Zero-One's status bar four times to defeat it.

After defeating Shadow Zero-One, the Event is complete.



EVENT: DIDDLE'S LETTER

Enemies: Chobin Hood, Spiny Cone, Denden

Boss: Giga Rex



It is recommended that you complete six events before starting this one. Enter the Center of Domina and exit to the west to reach the Mana Park. After talking to Diddle, he'll leave. Follow him and then come back to talk to Capella. Capella will go in search of Diddle, because he can't juggle without him.



Re-enter the Center of Domina and talk to the Sproutling. Head to the Inn and speak to Miss Yuka, who will tell you to search for clues where you last saw Diddle.



To find Capella, go to the outskirts of Domina (western end). The Pelican will mistake him for undelivered mail, thus triggering the Event "Diddle's Letter." Leave the outskirts and return again. Pelican will tell you that he delivered Capella to Luon Highway, so leave Domina and enter Luon Highway.



Use the Boink near the Luon Highway entrance to reach the fork in the road. When you arrive, you'll see a letter on the ground. As you attempt to pick it up, Capella will arrive. Choose the option "Just watch him," and then agree to help him look for Diddle.

Follow Capella to the entrance of the Chobin Caves. When Diddle asks you if Capella read his letter, tell him "He read it." Both of them will enter the caves; go after them.

Make your way through the caves until you reach the lowest level. Talk to Capella, and then walk up the steps to face the boss Giga Rex.

BOSS: GIGA REX

Attacks

Bite, Tail (1), Tail (2), Smash, Punch (1), Punch (2)

Lgt	Drk	Lif	Gld	Fir	Ear	Air	Wtr
—	—	—	—	X	O	—	—



Giga Rex is an easy Boss to defeat, especially if you've brought along a partner (Elazul, Bud, or Lisa). Surround it and use long-range attacks and magic to keep it off balance. Giga Rex has a nasty crushing attack, but if you keep your distance, this fight will end quickly.



After defeating Giga Rex, Diddle will hand over an item to you. This completes the Event.



HOME



EVENT: THE SEVEN WISDOMS

Enemies: None
Boss: None

Return to Home and speak with Bud, who is in the main room downstairs. He mentions the Seven Wisdoms of Mana (although he says there are only six now).



This Event is unique, since you can leave Bud at any time and resume the Event later. This is a good thing, because Bud makes a useful travel companion for events that don't usually require a partner. The remaining six Wisdoms are found throughout the world in the following lands:



Gaeus: Luon Highway



Tote: Lake Kilma's cliff



Rosiotti: Jungle's throne



Olbohn: His office in the Underworld



Pokiehl: Ulkan Mines or Lumina



Selva: Gato's fork before the Temple of Healing, after meeting all other Wisdoms

Rule: Before leaving Home, check on your Backyard Orchard and Monster Corral. Make this a habit each time you finish an event, along with checking in with Li'l Cactus.

After triggering this Event, you should try to adventure with Bud unless another character needs to accompany you. By doing so, he'll get the benefit of having spoken to all of the Wisdoms. After speaking with the last Wisdom, this Event is complete.



LAKE KILMA



EVENT: THE GORGON EYE

Enemies: Tonpole, Tezla, Shrieknip, Spiny Cone, Chobin Hood, Stinger Bug, Teedie, Beholder, Gray Ox

Boss: Gorgon's Eye

Now it's time to enter one of the new lands you've created. From the World Map, enter Lake Kilma and talk to the penguins to begin "The Gorgon Eye."



Follow the penguins and make your way past the monsters ahead. When you reach the clearing with several stone penguins, open the chest and then follow the path to the upper-right of the screen. When you meet Tote the turtle (one of the Seven Wisdoms), answer "No" to his question about whether you can see the Faeries. He will cast a spell that will enable you to see them.

Tip: Either Bud or Lisa can be extremely helpful with this Event, which you'll have to complete alone unless you bring one of them along.



Continue to the upper-right and pick up the goodies from any chests. Return to the Faerie clearing and take the lower-right path this time. After a bizarre conversation with the penguin pirates, follow them to the upper-right and use the Save statue to save your game.



Keep following the path to the upper-right until you reach the clearing with the five stone penguins and a pair of chests. Follow the path to the upper-left to reach a cliff overlooking the lake.

BOSS: GORGON'S EYE

Attacks

Bowing Attack, Spin Attack, Ring Beam, Hypno-Gaze, Petri-Gaze, Glare, 1000 Needles, Stone Beam

Lgt	Drk	Lif	Gld	Fir	Ear	Air	Wtr
O	X	—	—	—	—	X	O

When you take the leap after the penguins, the turtle will come along and get them to act as live bait for "The Master," the Gorgon's Eye. The Gorgon's Eye has several nasty attacks, but with either Bud or Lisa along, this Boss is much easier to bring down.



The main disadvantage you have here is that, for the most part, you both have to fight from one side of the beast, making it somewhat difficult to divert its attention.

Be especially wary of the Boss' Stone Beam attack, which will temporarily turn you to stone. If you don't look at the Eye when it uses this attack, you will be immune to it.



After defeating the Gorgon's Eye, this Event is complete. If you have already received the Medallion and Firefly Lamp Artifacts (and you have if you're following this walkthrough), then you'll just receive an item for completion of this Event. Otherwise, you'll get one of the two Artifacts.



LUMINA



EVENT: FAERIES' LIGHT

Enemies: None

Boss: None

After checking on your pet monster and the Mana Orchard at Home, return to the Item Shop in Domina and buy some more armor and spells if you can afford them. Leave Domina and enter Lumina.

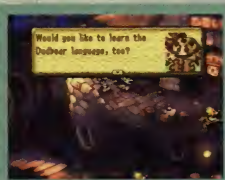


You enter Lumina near the center, so walk to the upper-right of this area. Continue in this direction and walk up the steps on the back side of the next building to reach the shop "Lamps Limelight." The conversation between Monique and Gilbert triggers the Event "Faeries' Light."

Leave the shop and talk to Gilbert. He'll ask for your help in selling the six lamps for Monique. Accept his offer, and he'll hand over three of the lamps.



Note: There is a Save Game statue inside the Gem Shop in this section of Lumina.



To sell the lamps and complete this Event, you must learn to speak the Dudbears' language, because they're buying the lamps. Talk to the Bartender in the Tavern (exit to the Lumina map and go the left to reach the Tavern), and he'll teach you the Dudbear language.



Sell the first two lamps to the Dudbears inside the Tavern. You must first make friends with them, so wait to ask the question "Dada Dadda" until after they agree to be friends (Duba Duda Dubba?).



Before you leave the Tavern to find more Dudbears, check out the Items Shop, which has many Iron items for sale. A word of caution here: Don't use any of the money given to you for the lamps to buy equipment.

The Dudbear Language

Dub = Greetings/Yes

Dud = Goodbye/No

Duba = You

Duda = Me

Dubba = Friends

Bubu = Dudbear(s)

Gugu = Any other creatures

Da = Light, stars

Ba = Darkness, night

Dadda = Lamps

Dubababa = A lot/many

Du = A little

Baba = Music

Dada = Go ahead/please

Gak = Shows displeasure

Bub? = Question (used only by player's character)

Dada Dadda = "Please (buy) lamps!"



Sell the last lamp to the Dudgeon in Bright Moon Alley, and then head for the lamp shop. Talk to Gilbert outside, and then follow him into the shop. When he and Monique leave, follow them and listen to their conversation.

Re-enter the shop after Gilbert leaves and talk to Monique. She will hand over the **Trembling Spoon** and **Sand Rose** Artifacts (provided you haven't received those Artifacts yet), completing this Event.



GATO GROTTOS



EVENT: THE FLAME OF HOPE

Enemies: Needlebeak, Howler, Shadow Zero, Moldy Goo, Slime, Wooding, Rattler Boa

Boss: Sandra (no battle)

From the World Map, enter Gato Grottoes. Talk to the Nun and Sproutling at the entrance to trigger the Event "The Flame of Hope." Before you follow the Sproutling, enter the Items Shop and save your game using the Save Game statue.



Talk to Rubens at the Pathways ahead. He will inform you that the Sproutling went to the Terrace. Follow the path on the right, and you'll find the Sproutling on the Cliff Terrace.

Speak to the Sproutling, and you'll witness a dialogue with a nearby Nun. It seems that the Sproutling is infested with a Popo bug that's making its tummy hurt. When the Sproutling refuses treatment, follow it.



Enter the Temple of Healing (the left pathway at the fork), and witness the conversation between the Sproutling and the Nun. Follow the Sproutling back to the Terrace, where you'll see a not-so-kind Nun "healing" the Sproutling. When the Sproutling runs, return to the Temple.

When you speak to the collapsed Nun on the floor, Inspector Boyd will enter. After the Inspector leaves, return to the Terrace. This is where you'll witness Sandra the Jewel Hunter (disguised as a Nun) stealing Ruben's Core. When Ruben—who is actually a Jumi Knight—dies, you'll get transported back to the Temple.



Leave the Temple and go back to the entrance to the Grottoes. Follow the other path; at the Gato caves, follow the path of Sproutling leaves into the caves. Keep following the leaves, past the waterfall and the Cancun bird's nest.



When you reach the Cancun bird's nest, a confrontation with Sandra results in her get-away. However, the Sprouting gets healed. The Inspector will give you the **Ancient Tablet and Torch of Coral Artifacts** for your help. This completes the Event.

Note: Along the way, you may find the chamber where the Nuns make the **Blessed Elixir**. Remember this location; you'll need to return here to complete another Event later.



EVENT: NICCOLO'S BUSINESS UNUSUAL: PART 2

Enemies: None
Boss: None

Re-enter Gato Grottoes and go to the Items Shop. Speak to Niccolo, and he'll recruit you to help him gather Greenballs.



This Event is easy to complete if you avoid the Dungeon. Choose to go to the Waterfalls, and then wait around while Niccolo picks Greenballs. When a Faerie appears, talk to her (it doesn't matter what you tell her).

Niccolo will finish up and give you a **Greenball Bun**, 500 Lucre, and the **Broken Doll Artifact**. This completes the Event.



JUNGLE



EVENT: HUNTIN' DU'CATE

Enemies: Cockatrice, Spiny Cone, Zombine, Tomato Man, Malboro, Tyrranos
Boss: Du'Cate

Upon entering the Jungle, you'll see Sotherbee speaking to two unfortunates who owe him 10,000,000 Lucre. When they leave, talk to Sotherbee. He offers you 20,000 Lucre for Du'Cate's tail.



Leave the clearing, and then return to see Sotherbee chasing a Lillipea. Follow the Lillipea from the clearing, and talk to it in the next area. When it begins to leave, follow it and continue to talk to it and follow it into each new area. You will eventually reach Greenwood Gardens.

After disposing of all the enemies, speak to Roane. He will cast a spell on you to keep you from getting lost. Leave the Gardens and head to the upper-right of each new area you enter. Eventually, you'll reach the Forested Ruins.





Save your game at the Save Game statue in the ruins, and then talk to Skippie (the smaller of the two creatures bumbling around the ruins). Enter the room Skippie was in (upper-left), and talk to Rosiotti (one of the Seven Wisdoms). If Bud happens to be with you, he'll receive some good advice to help increase his magic skills.

Talk to Roane, who wants you to find his sister Selkie in the Courtyard of Rain. Remember this for later reference.

Leave the ruins by using the lower-left path near the Save Game statue. When you enter it, the Faeries will send you back to the entrance of the Jungle. Find Skippie or

Hamson, and offer to work together with either of them to find Du'Cate.

When they leave, head to the right/upper-right to find them again, and then follow them into Du'Cate's Territory. After a quick set of minor battles in the next few areas, you'll face Du'Cate himself at the Spring of Beasts.



BOSS: DU'CATE

Attacks

Kick, Fruit Throw, Seed Breath, Punch, Hip Attack

Lgt	Drk	Dry	Mt	Fir	Ear	Win	Wtr
—	—	O	X	—	—	—	—



Du'Cate is a cousin of Du'Inke, the giant ape you faced during "The Lost Princess" Event. However, Du'Cate's attacks differ from Du'Inke's. This Boss swings from the trees above, and tosses melons down on you. It also spits berries in a machine gun-like barrage.

However, this Boss isn't too tough to kill, even at close range. Just make sure you're not beneath this behemoth when it drops from the trees!



After defeating Du'Cate, you'll return to the Jungle Entrance to meet Sotherbee. The 20,000 Lucre he promised you is, well, not going to happen. Instead, you receive 500 Lucre, but the way you respond will dictate what type of item you receive. All are worthwhile items, so it doesn't matter which you choose. This completes the Event.

EVENT: THE MURMURING FOREST

Enemies: Gloomoth, Zombine, Tomato Man, Malboro, Spiny Cone, Tyranos

Boss: Punkmaster

Re-enter the Jungle and let the Flowerling transport you to the Courtyard of Rain. Defeat the enemies there, and then let Selkie cast a spell on you so you won't get lost. Make your way to the Forested Ruins, and then enter the next area to talk to Selkie.

Agree to help her find out what's up with the Faeries to trigger the Event. Enter the Forest of the Faeries by taking the path across from the Save Game statue.

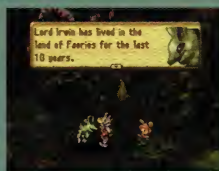
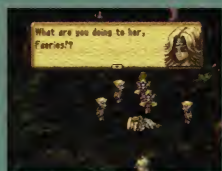


BOSS: PUNKMASTER

Attacks

Bite, Tail (1), Tail (2), Smash, Punch (1), Punch (2)

Lgt	Drk	Dry	Mt	Fir	Ear	Win	Wtr
—	—	—	—	—	—	—	—



Watch Escad rescue the Nun, and then follow him and keep going left. When you reach a clearing with the Punkmaster in the center, talk to it. It will tell you about Lord Irwin, the being that Escad is after. Fight the Punkmaster to continue.

The Punkmaster has several spinning attacks. Interrupt them with your own Power attacks to prevent it from attacking. After the fight, check out the conversation near Rosiotti's throne to complete the Event.



CHAPTER THREE: *The Adventure Continues*

Lands:

The Underworld, Duma Desert, Junkyard, Madora Beach, The Mindas Ruins, Lumina, Home, Gato Grottoes

Artifacts:

The Skull Lantern, Tome of Magic, Moon's Mirror, Bottled Spirit, Rusty Anchor

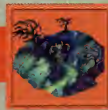
Events:

The Fallen Emperor, Reach for the Stars, The Infernal Doll, Professor Bomb's Lab, Teatime of Danger, Enchanted Instruments 101, Golem Go Make 'Em, Niccolo's Business Unusual: Part 3, Diddle Had It!, Two Torches, In Search of Faeries

To begin this portion of the adventure, place the following Artifacts: Trembling Spoon, Sand Rose, Broken Doll, Torch of Coral, and Ancient Tablet. This creates the following Lands: The Underworld, Duma Desert, Junkyard, Madora Beach, and The Mindas Ruins.



THE UNDERWORLD



EVENT: THE FALLEN EMPEROR

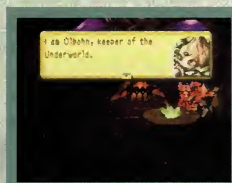
Enemies: Cursed Doll, Shadow Zero, Succubus, Dark Stalker

Boss: Hitodama

To begin this Event, you must NOT have a partner of human form (pet monsters are OK). Enter the Underworld and touch the tombstone. This transports you to the Underworld, where Larc greets you. He offers to come along as you journey to the bottom of the Underworld, regardless of what you say to him.

Larc is a very good companion, so you'll have little trouble winning the battles along the way. Go all the way down to the lowest level. If you enter the Baptismal Chamber on Level 2, the Shadoles will refuse to baptize you with flame until Olbohn approves.





Larc then talks to you about Olbohn. Walk to the right after he does, and then take the first upper passage when he tells you more about Olbohn. This takes you to Olbohn's control chamber. After speaking to Olbohn, he gives you approval for the Baptism of Flame.

A Shadole will soon appear in the room. Talk to it and choose to go to the Baptismal Chamber. After getting baptized, continue down into the Underworld. When Larc asks if you are ready to serve his master, answer "I am ready" to enter the Shrine of Faces.



Note: This part of the event is necessary to unlock doors that are presently locked. Be sure you visit the rooms before heading to the bottom of the Underworld.

BOSS: HITODAMA

Attacks

Trident, Beam (1), Beam (2), Ripple (Lower-Left Face), Ripple (Lower-Right Face)

Lgt	Drk	Dry	Mt	Fir	Ear	Win	Wtr
—	—	—	—	—	—	—	—



You must defeat Hitodama to continue. When fighting Hitodama, it will disappear at various times and the faces on the walls will fire laser beams and swirling attacks into the room. To avoid the attacks from the faces, head for the lower-right corner of the chamber before the eyes light up. Use your Power attacks to finish off Hitodama. After the fight, you meet Larc's master, Drakonis.



Drakonis will offer you the opportunity to help him regain his power from the three dragons who stole it. When you accept his offer, you'll get transported to the surface with Larc, where he'll give you the **Skull Lantern Artifact**. This completes the Event and gives you Larc as a partner.



DUMA DESERT



EVENT: REACH FOR THE STARS

Enemies: Molebear, Chocobo, Skull Beast, Mad Mallard, Fierce Face, Axe Beak

Boss: Mephianse

Talk to miss Kathinja as you enter the Desert. Offer to help in the search for Mephianse, a magician who has stolen a magic book from the library. He has come here, along with his students, to try out the spells.





As you look for him, his students (the ones in green robes) will give you false information, so don't bother asking them for help. To get there quickly, follow this path:

Entrance, lower-right, lower-right, upper-right corner, go through where the students are blocking, left, away (top of screen), go through where the students are blocking, left.

This will eventually reunite you with Kathinja. Take her advice and check your equipment before continuing because Mephianse is a formidable opponent. When you're ready, tell Kathinja and she'll take you to Mephianse.

BOSS: MEPHIANSE

Mephianse will push you out of the area, plus you'll have to battle two Axe Beaks before you can return to where Mephianse was. The Axe Beaks work together as a team, which makes it a little difficult.

When you finally defeat them, Kathinja returns and takes you to confront Mephianse again. He unleashes his spell, which turns out to be something totally unexpected. Kathinja gives you an item for your trouble, thus completing the Event.



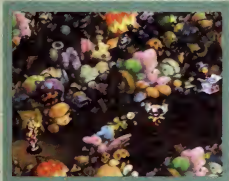
JUNKYARD



EVENT: THE INFERNAL DOLL

Enemies: Mad Mallard, Cursed Doll, Lizardon, Shadow Zero, Imp, Punkster, Basilisk, Moldy Goo

Boss: Cursed Dolls (2), Chess Knight, Polter Box



This Event begins when you enter the Junkyard. Talk to the Jack-in-the-box, and it will tell you how to proceed. To reach the Acropolis of Trash at the heart of the Junkyard, you must look for the Teddy Bear, the Doll, the Jack-in-the-box, and the Rocking Horse.

From the Acropolis, walk past the Rocking Horse and talk to Louie in the next area. Use the Save Game statue to save your progress. Follow the path of the Teddy Bear, the Doll, and finally the Jack-in-the-box. Go all the way to the right on this path to reach the trash heap.

Note: There are several chests tucked into all the garbage along the way. Make sure you look closely to find them all!



Now you must defeat animated versions of the toys—two Cursed Dolls, a Chess Knight, and a Polter Box. Defeating them is not difficult with another character in your party. After defeating them, you may receive the **Tome of Magic** and **Moon's Mirror Artifacts**. You'll then automatically get taken to Louie's room, where the Event concludes.

EVENT: PROFESSOR BOMB'S LAB

Enemies: None

Boss: Machine Golem

Re-enter the Junkyard (after you've returned home to Li'l Cactus), and have the Flowerling at the entrance teleport you to Bomb's Lab. The Professor will enlist your help in finding Pavlov, a golem he made that is running loose. When you agree to do so, the Event gets triggered. Bomb will suggest that you head for Domina to get your fortune told, so leave the Junkyard and enter Domina.



Head for the market and talk to the fortune teller. She'll tell you to head for the lake, so exit to the World Map and enter Lake Kilma.



As soon as you enter Lake Kilma, you'll spot the Golem. As you follow it to the next area, a battle is triggered.

BOSS: GOLEM

Attacks

Bite, Tail (1), Tail (2), Smash, Punch (1), Punch (2)

Lgt	Drk	Lif	Gld	Fir	Ear	Win	Wtr
—	—	X	O	—	—	—	—

The Golem has several attacks, including a laser beam, a long-range punch, and a whirlwind. Move away from it between your attacks, and you should be able to finish it off with little trouble.

After defeating the Golem, you return back to Professor Bomb's Lab, where the Professor vows to redesign the Golem. This completes the Event.



THE MINDAS RUINS



EVENT: TEATIME OF DANGER

Enemies: Lullabud, Eye Spy, Rattler Boa, Chess Knight, Succubus, Ape Mummy

Boss: Count Dovula

This Event begins as soon as you enter The Mindas Ruins. When you talk to Duella at the entrance, he informs you that Teapo is lost.



Walk ahead until you reach the first Flowerling. She'll give you important information about the opening of the gates ahead. The Flowerling near the gates opens and closes them, while the Key Flowerlings elsewhere work together to unlock them. As you come across Flowerlings, remember which gates they unlock.



Save your game at the Save Game statue in front of the Tower of Winds, and then walk past it to the Ruined Glory section of the ruins. The Flowerling here opens the gate to the Underground. Walk through the arches here to find two chests, and then keep following the path to the next area, Flowerkey's Corner.

Tip: Take note of the pattern in which the Flowerlings are standing, because they are the keys to the gates.

When you talk to the pink Flowerling ahead, two more will drop from the sky. Talk to the Flowerlings that fell to make them move into the proper positions. The Flowerkeys should be lined up in the following order: the upper one on the left, the lower one on the right, forming a left-to-right diagonal.

Retrace your steps and go south from where you met the gatekeeper (the one who opens the underground with psychokinesis). This takes you to the Western Gates. Unfortunately, both gates are shut, blocking the paths to the north and south. Beyond them, you'll see another Flowerling who is "connected" with the others. Keep going left through the arches, and you'll reach the gatekeeper again, who will use his psychokinesis again to open the underground.



Go right to retrace your steps, and then quickly head south from the Ruined Glory section. Continue to the right until you reach the Flowerkeys' Corner. This time, they are placed diagonally when you arrive; move them into an upper-right to lower-left diagonal.



Return to the first set of Flowerkeys. Place both upper and lower Flowerkeys on the left. This will open the southern gate. Return to the Western Gates and take the path to the south. When you reach the Megalithic Structure, talk to the Flowerling in front of it. It will open the underground passage.

Once inside the structure, continue to the left until you reach Teapo. She may call you Chumpy; it doesn't matter if you accept the name or not. After Teapo leaves, the bat in the corner transforms into Count Dovula.

BOSS: COUNT DOVULA

Attacks

Spin Attack, Dark Nemesis, Dark Force, Dash Thrust, Thrust, Bottom Spear, Black Shamshir

Lgt	Drk	Lif	Gld	Fir	Ear	Win	Wtr
—	—	—	—	—	—	—	—



Count Dovula is no match for you or your partner (if you have one). Hammer her with Power attacks, and keep her on the defensive. Simply use a series of aggressive attacks, and she'll go down in no time.



For defeating Count Dovula, you receive the Bottled Spirit Artifact. After a quick conversation with Duelle and Teapo, the Event ends.



MADORA BEACH



EVENT: SUMMER LOVIN'

Enemies: Teedie, Sahagin, Chocobo, Pincher Crab, Tezla, Iffish, Bloodsucker, Big Baby, Sea Jack

Boss: Fullmetal Haggar



As you enter Madora Beach, check out the conversation between David and Valerie. When they leave, crunch all the crabs on the beach by running into them, and then follow David and Valerie.



You'll find Sunrise Caverns all the way to the right. Crunch all the crabs inside the cavern, and then take the following path: lower-right, upper-right, upper-left, and upper-left. This takes you to Prince Beach. Make sure you crunch any crabs you find along the way.



Continue to the left to reach King's Caverns. Crunch the crabs, and follow this path: upper-left, lower-right. This takes you to a Boss fight with Fullmetal Haggar.

BOSS: FULLMETAL HAGGAR

Attacks

Eyebeam, One-Eye Beam, Froth, Slam, Dive Attack, Claw, Bubble Breath

Lgt	Drk	Lif	Gld	Fir	Ear	Win	Wtr
O	X	—	—	—	—	X	O



To defeat Fullmetal Haggar, use your Magical attacks first, followed by Power attacks. However, when this beast walks forward, it will crush you with its pinchers.



When your attacks start to get blocked, back up. This is your sign that Fullmetal Haggar is preparing a devastating drop attack. Fullmetal Haggar is slow, so keep moving and you'll be victorious in no time at all.



Witness David and Valerie's next conversation. Then talk to the crab, who will tell you how many crabs you've crunched. If you haven't crunched at least 20 (including the one you talk to), return to the caverns and find some more.



Valerie will then head off to hatch her egg alone, and you receive the **Rusty Anchor Artifact**. This completes the Event.

Note: You must crunch 20 crabs to trigger the Event "Buried Treasure" later in the game.



HOME



EVENT: ENCHANTED INSTRUMENTS 101

Enemies: None

Boss: None

Head for the Workshops behind your house and talk to the student in the doorway. He'll ask for your help in creating instruments. Agree, and you'll get transported to the West End of Domina.



Use the instrument the student gives you, and play the Soft Song's main part to draw the Wisp closer. When it stops getting close, quit playing and then quickly talk to it to gain 3 Wisp Coins.



Back at the Workshops, the student will tell you how to make enchanted instruments. The student will also trade you some coins for two of your Wisp Silvers. This completes the Event.

EVENT: GOLEM GO MAKE 'EM

Enemies: None

Boss: None

Re-enter Home and head for the Workshops behind your house. Professor Bomb will take you on a tour of the new Golem Workshop he's built inside. Study the information he gives you, and then pass his test.



He will give you all the information you need to construct Golems, in addition to several items. Experiment using the information and items, and see what kind of Golems you can create! When you're done talking to Professor Bomb, the Event is complete.



LUMINA



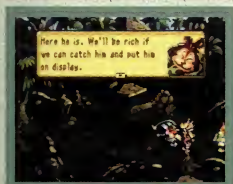
EVENT: NICCOLO'S BUSINESS UNUSUAL: PART 3

Enemies: Lullabud, Eye Spy, Rattler Boa, Chess Knight, Malboro

Boss: None

Enter Lumina and talk to Niccolo in the Items Shop to trigger this Event. He'll ask you to accompany him to The Mindas Ruins to seek out a psychokinetic Flowerling.

Enter Mindas Ruins and head for the Western Gates (save your game at the Tower of Winds along the way). To open the gates, find the first group of Flowerkeys and put them in a diagonal line, going from upper-left to lower-right.



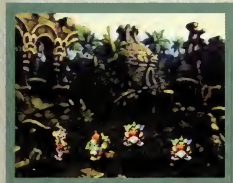
Continue to the left and talk to the Flowerling ahead. Niccolo, who is always looking to make some cash, will chase the Flowerling and try to capture it. When it escapes, Niccolo will ask you to get him out of there.

Now you have problems. The sets of three Flowerkeys that usually open the gates are now down to two. To get out, visit the group of Flowerkeys that are south of the area where Niccolo chased the Flowerling, and move the bottom one over to the right. This will open the north gate.

Go through the north gate and re-arrange the Flowerkeys there. This opens the south gate but shuts the east and west ones. Walk to the south past the Megalithic Structure to reach another set of gates.

Keep going south, and you'll come to a clearing with more Flowerkeys. Re-arrange them (there's only one move to make, since there are two of them). This will open the east gate at the closest set of gates.

Leave through the east gate, and keep going to the right. Go south when you meet the Flowerling who talks about the Flowerkeys to reach the entrance again. Niccolo stalks off, convinced that the Flowerling was a fake. This completes the Event.



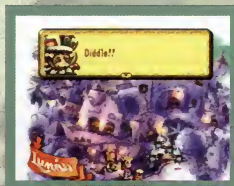
EVENT: DIDDLE HAD IT!

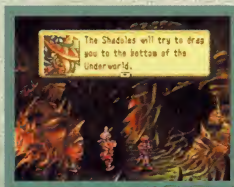
Enemies: Chimera Beast, Dark Stalker, Kid Dragon

Boss: Ape Mummy

Find Diddle and Capella in Lumina's tavern and speak to them. After doing so, Diddle walks out.

When Diddle leaves, you can leave Lumina and go about your business. Eventually, you'll see several Shadoles fly across the World Map and enter Lumina. Re-enter Lumina at this point and talk to Capella again in the tavern. Diddle will then get taken away.





Head for the Underworld and you'll see Diddle and Capella. Another Shadole will send you to the bottom of the Underworld, where you'll meet Pokiehl. He will offer to take you out of the Underworld, however, you should refuse. If you accept, you cannot complete this Event.



To reach the surface, you must avoid touching any of the Shadoles who are in your path. Touching a Shadole will immediately send you to the bottom of the Underworld. When you make your way to the first large chamber, you'll start running into monsters.



When you finally reach the chamber with the four masks inside, you'll see Diddle and Capella arguing again. The Shadoles are trying to keep you and Diddle, so you'll have to defeat the Ape Mummy to get by them.

BOSS: APE MUMMY

The Ape Mummy is easily stunned by Power attacks, so use them in combos with your other attacks, and you'll have no problem destroying it.

After defeating the Ape Mummy, you'll return to the surface and the Event will be complete.

Attacks

Bite (1), Bite (2), Catch (1), Catch (2), Punch (1), Punch (2), Body Slam

Lgt	Drk	Lif	Gld	Fir	Ear	Win	Wtr
X	O	—	—	X	O	—	—



GATO GROTTOS



EVENT: TWO TORCHES

Enemies: None (if you take Daena as your partner)

Boss: Spriggan

You may have to complete the event "Murmuring Forest" before starting "Two Torches." Enter Gato Grottoes and go to the Temple of Healing. Seek out Daena in the hall behind the altar, and she'll open the way to the Dreamweaving room. After the conversation between Escad and Matilda, speak with Daena after Escad leaves. She'll tell you more about Irwin, the "demon" Escad is after.



Leave the Dreamweaving room, and follow the "nun" back into the room. You'll then see Matilda get kidnapped. If you talk to Daena, she'll become your partner. You can wait and take Escad as your partner later, but Daena can offer more help later in this Event.



Go to the Gato Caves (select "To the Dungeon"). Talk to Escad; Daena will offer to take you to the steps that lead to the sealed Meditation room. If you didn't take Daena as your partner, you and Escad will have to find them. After rescuing Matilda, you must fight the Spriggan.

Tip: The path to reach the steps with

Escad as your partner is: closest opening, left, follow path to the right, Meditation room.

BOSS: SPRIGGAN

Attacks

Drain, Carpet Roll, Zoom Punch, Suspended Ceiling Drop, Iron Ball, Lick (Paralysis)

Lgt	Drk	Lif	Gld	Fir	Ear	Win	Wtr
—	—	—	—	—	—	—	—



The Spriggan is one of the toughest foes you've faced so far, so don't expect it to be a pushover. It creates mini-warriors to do battle for it, but your best chance of defeating it is if you let your partner focus on killing the warriors while you continue attacking the Spriggan.

It will hover and transport itself around the area, so watch its shadow to time your attacks properly. Avoid its attacks by stepping off the red carpet to the top of the screen when you see it charging up.



After defeating the Spriggan, you automatically go to the Dreamweaving room. After a short conversation (in which Escad vows to destroy Irwin), Matilda gives you an item. This completes the Event.

EVENT: IN SEARCH OF FAERIES

Enemies: Tonpole, Tezla, Shrieknip, Spiny Cone, Stinger Bug, Teedie, Beholder, Gray Ox

Boss: Boreal Hound

Enter Gato Grottoes and head for the Dreamweaving chamber in the Temple of Healing. Matilda asks for your help in finding Daena; agree to help to trigger the Event. If you refuse to help, the Event will be gone for good.

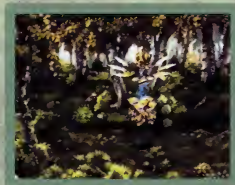


Daena is at Lake Kilma, so leave Gato Grottoes and enter the lake. Seek out Tote, who is on the cliff overlooking the lake. Go back the way you came and find Daena. When she leaves, follow her.

After Daena and Irwin's conversation, follow Daena out. She then gets taken away by a circle of Faeries and the Boreal Hound will appear.



Tip: The path to reach Daena again is: lower-left, left, left, lower-right (near the Save Game statue).

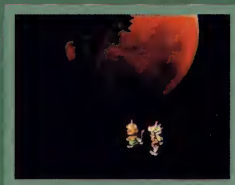


BOSS: BOREAL HOUND

Attacks

Wing Breath, One-Paw Scratch, Bite, Tail, Slam, Deathblow Scratch, Shock (Paralysis), Multi-Scratch

Lgt	Drk	Lif	Gld	Fir	Ear	Win	Wtr
—	—	—	—	—	X	O	—



Defeat the Boreal Hound with quick combo attacks (Basic and Power attacks). When you see electricity crackling around it, move to the top of the screen to avoid its supercharged flying attack.



After defeating the Boreal Hound, you return to the Temple of Healing where the Event ends.



CHAPTER FOUR:

Distant Lands

Lands:	Home, Polpota Harbor, Ulkan Mines, Gato Grottoes, Tower of Leires, Geo, Norn Peaks
Artifacts:	Pirate's Hook, Moon's Mirror, Brooch of Love, Sword of Mana, Frozen Heart, Jumi's Staff, Dragonbone
Events:	Daddy's Broom, Mine Your Own Business, Pokiehl: Dream Teller, Watts Drops the Hammer, Star-Crossed Lovers, Heaven's Gate, The Cage of Dreams, The Looking Glass Tower, Gilbert: School Amour, Niccolo's Business Unusual: Part 4, Li'l Cactus, Niccolo Calls It Quits?, Where's Putty?, The Lucky Clover, Cosmo, Two Pearls, Alexandrite, Fluorite, Teardrop Crystal, The Treasure Map, The Nordic Snowfield, The Quiet Sea, Buried Treasure, The Guardian of Winds, Rachel

To begin this portion of the adventure, place the Artifacts **Rusty Anchor**, **Bottled Spirit**, **Moon's Mirror**, **Tome of Magic**, and **Skull Lantern** to create the following Lands: Polpota Harbor, Ulkan Mines, Tower of Leires, Geo, and Norn Peaks.



HOME



EVENT: DADDY'S BROOM

Enemies: Imp, Basilisk, Punkster, Shadow Zero, Moldy Goo
Boss: Gremlin

This event usually triggers after completing 18 events. When you walk upstairs to visit Li'l Cactus, you'll discover that he's missing. Talk to either Bud or Lisa downstairs, and you'll discover that Lisa's broom is missing. This triggers the Event.



When Li'l Cactus returns home, follow him upstairs and he'll tell you that he took the broom to the Junkyard. Head for the Junkyard with Bud in tow (Lisa can't cast spells without her broom, and she's already headed for the Junkyard).



Follow the same path you took before to reach the Heap of Trash and watch Lisa's event. The path is: Teddy Bear, Doll, Jack-in-the-box, and Rocking Horse.

BOSS: GREMLIN

Attacks

Bite, Tail (1), Tail (2), Smash, Punch (1), Punch (2)

Lgt	Drk	Lif	Gld	Fir	Ear	Air	Wtr
—	—	—	—	—	—	—	—

Now it's time to destroy the Gremlin. The Gremlin's most annoying attack is its Shrink attack, which reduces the size of your party members. You can still attack, but your reach is somewhat reduced.



With Bud as your partner, the Gremlin isn't much of a challenge. Let Bud cast his spells, and then follow up with your own Power attacks.

After defeating the Gremlin, you return Home. Bud then promises Lisa to fix her broom. This completes the Event.



POLPOTA HARBOR



EVENT: DROWNED DREAMS

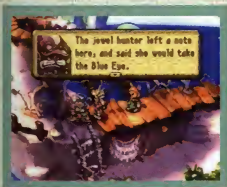
Enemies: None

Boss: None

Enter Polpota Harbor. The Flowerling working at the Item shop will mention the scary things going on at the hotel. Enter the Seaside Hotel (north from the Polpota Harbor map) and talk to Mr. Moti on the right. To trigger the Event, offer to help him.



Go back past the Items shop and enter Polpota Bay. Talk to Thoma, the imperial soldier, and ask him about the ship. When you're finished, return to the hotel.



Talk to Basket Fish outside the hotel, and then follow him into the lobby. Exit from the right side of the lobby (below Mr. Moti; it may be hard to see the stairs) and talk to Inspector Boyd. This is where you discover that the Jewel Hunter (Sandra) is on the prowl for the Blue Eye. Tell Inspector Boyd to check out Thoma the soldier, and then head for the restaurant.



When you enter the restaurant, you'll find Thoma talking to the penguins. They will send him to the hotel to talk to Basket Fish. There's nothing else for you to do here just now, so return to the hotel lobby.



At the entrance to the hotel, you'll see Boyd and Thoma talking. Listen to what they say, then enter the hotel and head for the Lounge.



Basket Fish has the Blue Eye; talk to Thoma to make him produce it. Sandra will then take the Blue Eye from Basket Fish. After this occurs, return to the lobby to gain your reward: the **Pirate's Hook Artifact**. This completes the Event.



ULKAN MINES



EVENT: MINE YOUR OWN BUSINESS

Enemies: Molebear, Narcissos, Springball, Specter, Slime, Hoppin Tick

BOSS: LaBanne



Go to the Ulkan Mines, and enter Watts' Shop. Pokiehl the Storyteller is there, and after a brief conversation, he tells you to go find Watts. This triggers the Event.



Leave the room and go to the lower-right to reach Underground Level 1. Continue to the left and go down to Level 2, where you'll find a Save Game statue.

Go downstairs and keep going to the upper-left on Underground Level 2. This returns you to Level 1 again, but keep going. Walk downstairs and enter the room below. Watts is there, but so is the monster LaBanne.

BOSS: LABANNE

Attacks

Bite, Tail (1), Tail (2), Smash, Punch (1), Punch (2)

Lgt	Drk	Lif	Gld	Fir	Ear	Air	Wtr
—	—	X	O	X	O	—	—



LaBanne is a fearsome creature. You won't fight the main body of the beast; instead, you'll be forced to repeatedly battle the appendages that drop down from the main body.



Each one has wicked magical attacks, so move to the side of the screen to avoid them. When separated from their host, the appendages have their own Hit Points. You must destroy them each time to inflict damage on LaBanne. If you are having trouble with this Boss, concentrate on attacking the appendage to the left of the screen. The appendage to the right will automatically explode after several seconds.



After defeating LaBanne, watch Pokiehl's story to receive an item and possibly the Moon's Mirror Artifact. This completes the Event.

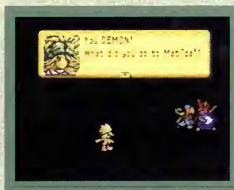
EVENT: POKIEHL: DREAM TELLER

Enemies: Molebear, Narcissos, Hoppin Tick, Slime, Malboro

Boss: Escad

Re-enter Ulkan Mines to run into Pokiehl again. After a brief conversation, Escad will appear. Follow him and when you find Pokiehl again, answer "Yes" when asked if you're in a hurry. Continue through the caverns to find Irwin and Matilda.





After Irwin and Matilda's conversation, follow this path: upper-right, lower-right, right, and lower-right. You'll then run into Irwin and Matilda again. Irwin will take Matilda's spirit and Escad will appear.



If you choose "With Daena" or "Can't decide," you must fight Escad. If you battle him, stand on the opposite side of your partner so that you can attack from both sides.



Escad's attacks are potent, so take him seriously. Use your spells and long-range attacks for best results. The Event ends once you defeat Escad.



EVENT: WATT'S DROPS THE HAMMER

Enemies: Molebear, Narcissos, Hoppin Tick, Slime, Specter
Boss: None



Enter Ulkan Mines, but avoid the object near the start. Instead, enter Watts' shop and talk to Watts. He'll ask for your help in finding his hammer. Answer "Yes" to trigger the Event.

The hammer is nearby, but you must return to Domina and talk to Meimei the fortune teller to get a hint from her. She'll tell you that it's in the Digger's Hideout.



Re-enter Ulkan Mines and use the object near the door. The Dudbear Express will take you to the Digger's Hideout. Grab the hammer from the floor, and take it back to Watts to complete the Event. Unfortunately, Watts gives you nothing for helping him.



HOME



EVENT: THE PATH OF THE BLACKSMITH

Enemies: None

Boss: None

When you return home after "Watts Drops the Hammer," visit the Workshops before leaving the area. Watts will greet you, and offer to tell you how to make weapons in your new Blacksmithy.

Ask Watts all the questions you can to get information on Forging, Altering, and General Tips. Watts will give you the material **Menos Bronze**. Tell him "No, you didn't" when he asks if he gave you enough, and he'll give you more. This completes the Event.



GATO GROTTOES

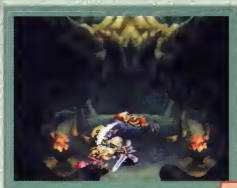


EVENT: STAR-CROSSED LOVERS

Enemies: Ape Mummy, Succubus, Chess Knight

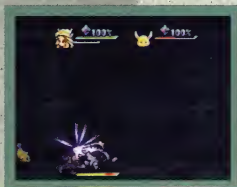
Boss: Escad (Daena)

Enter Gato Grottoes and head for the Dreamweaving Chamber in the Temple of Healing. Once inside, Daena and Matilda will have a conversation. After a fight between Escad and Daena, Matilda transports everyone (except Escad) to the Mindas Ruins.



When you appear, you are transported by Faeries inside the Megalithic structure within the Ruins. Head to the right and exit the structure, and then go to the left and north until you reach some Flowerkeys.

Note: If you take along a partner of human form, you will lose that character when Matilda transports everyone. It's best to take a pet monster if you really need the company.





Move the Flowerkeys until both of the moveable ones are on the right, and then return to the nearest set of gates and go to the left. You'll find your buddy Niccolo in the Ruined Glory section ahead. Ask him to take you to the Tower of Winds as a shortcut.



At the top of the structure, Daena and Escad square off for battle. Choose which side you're on; it doesn't matter which you choose, but it will affect the flow of Events later.

Note: If you're following this walkthrough, choose Daena to follow this walkthrough verbatim.

After winning the fight (against Escad or Daena), Matilda returns to Gato Grottoes, thus completing the Event.



EVENT: HEAVEN'S GATE

Enemies: Cockatrice, Rattler Boa, Sand Scorpion, Chimera Beast, Narcissos, Imp, Skeleton, Sahagin, Seadragon
Boss: Irwin



Take Lisa as your partner before continuing. Enter Gato Grottoes and talk to Daena and Matilda in the Dreamweaving Chamber. Matilda will give you the **Brooch of Love Artifact** and Daena will insist on staying with her.



Place the Brooch of Love Artifact on the World Map to create Lucemia, and then enter it. Lucemia floats high above the world, so the Cancun bird will take you there. If you didn't bring a partner, you'll regret it; this labyrinth is crawling with high-level monsters.



As you walk along Lucemia's back, look for a hole in its side. Walk down to the lower ledge and enter the hole. Follow the path and stay to the right.

Note: With lots of upcoming battles, Lisa will more than prove her worth here, casting spells relentlessly during your battles.

Keep going until you reach a dead end; when you go back out onto Lucemia's back, a flying creature will ask you a question. If you answer "I can't take it anymore," you'll be taken to Gato Grottoes' Cancun Bird's Nest. Answer "Of Course!" to continue.



Continue to travel along Lucemia's back, moving to the left. Look for another hole and enter it. Inside, keep moving to the right and take the right-hand path. When you reach an exit, ignore it and continue to the left. Go outside when you reach the next dead end.



Walk along Lucemia's back, and enter the next hole to go back inside. Open the chest here, and continue. When you reach "Leaving Sorrow Behind" (Lucemia's head), you'll confront Irwin. Irwin will transform into a massive Level 33 demon. You must defeat him to continue.

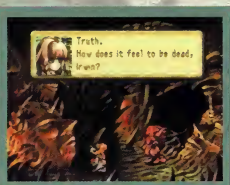
BOSS: IRWIN

Attacks

Catastrophe, Grand Slam, Cerberus Force, Dimensional Ring, Smash, Mow Down, Knock Away

Lgt	Drk	Lif	Gld	Fir	Ear	Air	Wtr
X	O	—	—	—	X	O	—

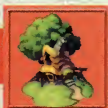
In Demonic form, Irwin has several magic attacks and he's resistant to any attacks while he's casting a spell. When he starts blinking, move to the side of the screen to avoid his spells, and then attack after the spell has been cast. Use a ranged weapon, such as a bow, to stay out of his reach.



After defeating Irwin, the Cancun bird will return you to Gato Grottoes. You'll then witness the final conversation in the Underworld between Irwin and Matilda. This completes the Event.



HOME



EVENT: THE CAGE OF DREAMS

Enemies: Spiny Cone, Eye Spy, Springball

Boss: None

The Cage of Dreams is one of the final Events. Completing it will lead directly to the creation of the Sanctuary of Mana, the final Land you'll need to visit to complete the game.

If you've followed this walkthrough, you can trigger this Event, because you've placed 18 Lands on the World Map and completed the "Escad Episodes," which is comprised of "The Seven Wisdoms," "The Murmuring Forest," "Two Torches," "In Search of Faeries," "Pokiehl: Dream Teller," "Star-Crossed Lovers," and "Heaven's Gate."



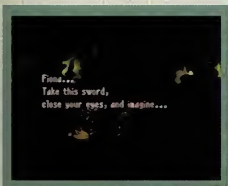
Return Home and log the latest Event with Li'l Cactus upstairs. When you leave, you'll see Li'l Cactus talking to the Sprouting. Go back inside and grab Lisa for your partner, and then follow the path of leaves outside to the Workshops.



Watch the conversation between Belle and Nunuzac, and then go back outside and talk to Pokiehl, who will offer to let you join his conversation with Nunuzac. Once inside, they will have a very long conversation about the Mana Tree.



Talk to Nunuzac after Pokiehl leaves to trigger the Event. The first area is called Thorn of Hope. Keep going to the left to reach The Entrapment of Love area, and then walk to the right to reach Knowledge and Its Pitfall. The next area is Desire to Awaken; keep going and you'll reach Will to Trust, where you'll find a Sprouting on the floor of the cavern.



He will give you the **Sword of Mana Artifact** when you speak to him, which completes the Event.

Note: If this Event doesn't trigger, place the **Pirate's Hook Artifact** on the World Map and try again.

Note: You can ignore the three Sproutlings outside your home.



TOWER OF LEIRES



EVENT: THE LOOKING GLASS TOWER

Enemies: Bloodsucker, Dainslaif, Succubus, Dark Stalker, Chess Knight, Basilisk

Boss: Iron Centaur, Jewel Beast



Enter the Tower of Leires to trigger this Event. Talk to Pearl, and offer to go with her into the Tower. Enter the Tower and walk to the right.



Note: Pearl will NOT help you fight. You must protect her as you wander throughout the Tower. This makes the Tower increasingly difficult to complete as you go higher. Make good use of your magic to stay alive.



Continue along the path and go up the stairs to reach the Second Floor. Go straight to the right, and then up the staircase outside. When you reach the Third Floor, go to the left, and then head up the stairs outside to reach the Fourth Floor.

Cross the Fourth Floor to the right, and then walk up the stairs outside. Turn towards the bottom of the screen as soon as you enter the Fifth Floor, and then go left to reach the next set of stairs.



Turn left at the Sixth Floor and walk up the stairs outside. Cross the Seventh Floor to the right, and then go up the staircase outside.

The Eighth Floor is a departure from the previous ones. Walk counter-clockwise to reach a large set of doors. Enter and touch the Transportation device—ONCE! Leave the room, and you'll be on the Tenth Floor. Walk to the left and go up the stairs to reach the Eleventh Floor.

Follow the walkway clockwise to reach the Room of Fate. Inside, you'll face the Iron Centaur.



BOSS: IRON CENTAUR

If you're using a bow or spear, the Centaur isn't difficult to defeat. It will rear its head when it is about to jump; watch its shadow to see where it will come down and avoid that area.

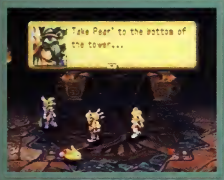
Attacks

Axe Throw, Axe Swing, Jump Press, 100 Furious Stabs, Thunderbolt

Lgt	Drk	Lif	Gld	Fir	Ear	Air	Wtr
—	—	—	—	—	—	—	—



Chip away at this Boss from a distance, and don't worry about protecting Pearl; she'll get knocked out early. Avoid the Iron Centaur's magical attacks by hiding against the side of the screen.



After defeating the Iron Centaur, Elazul will appear and tell you to take Pearl to the bottom of the Tower. Retrace your steps (don't forget to use the Transportion device to reach the Eighth Floor) to reach the First Floor.

Once there, Sandra the Jewel Hunter will appear and unleash the Jewel Beast.

BOSS: JEWEL BEAST

Attacks

Bite, True Beam, Slam, Thorn, Thorn Fling, Drill, Beam

Lgt	Drk	Lif	Gld	Fir	Ear	Air	Wtr
—	—	X	O	O	—	—	X

The Jewel Beast is easily defeated, even though it is very powerful. Use any Basic attacks with a bow or spear and relentlessly hit it. The Beast will strike a few blows, but should go down without too much trouble.



With the Jewel Beast out of the picture, Sandra will leave and Pearl will give you the **Frozen Heart Artifact**. This completes the Event.

GEO

EVENT: GILBERT: SCHOOL AMOUR

Enemies: None

Boss: None

Enter Geo and head for the Outdoor Fruit Parlor. As you enter, Gilbert will ask you to help him make all the students return to school. To accomplish this, you must talk to all the students until they each agree to go back to school.



Note: If you have Lisa or Bud along, they'll call the students by name as you walk around Geo. This is amusing, but not crucial to the completion of the Event.

There are three students at the Fruit Parlor; keep talking to them until they agree to go back to school. Keep visiting shops and all the areas in Geo to round up the students.

Estragon (found in the Items Shop) won't go back to school until all the other students agree. Once you have them all rounded up, Gilbert will get turned to stone at the city gates. This completes the Event.



EVENT: NICCOLO'S BUSINESS UNUSUAL: PART 4

Enemies: None

Boss: None

Enter Geo and find Niccolo at the Outdoor Fruit Parlor.

Talk to him and agree to accompany him to the Ulkan Mines. Enter Watts' shop, and Niccolo will perform some services for Watts.



When you exit the shop, return and Niccolo will ask for payment. Watts will then ask you to bring him Gator Skin so he can make a new wallet and pay Niccolo. Leave the shop and head for Domina.



Talk to Miss Yuka in Domina's Inn. She will give you Gator Skin (if you don't have it already). Just in case, you can buy Gator Skin at the Dudbears Hideout in the Ulkan Mines for 500 Lucre. Take it back to Watts' shop, where he and Niccolo will come to an "agreement." This ends the Event.

HOME

EVENT: LI'L CACTUS

Enemies: Rabite, Spiny Cone, Lullabud, Zombine, Malboro, Seajack, Sahagin, Specter

BOSS: None



After visiting Geo and entering at least eight Events in the Cactus Diaries (which you should easily have done if you made a habit of going Home between Events), you can trigger this Event. The SS Buccaneer must also be in place (**Pirate's Hook Artifact**).

When you enter Home, you notice that Bud is sick. Talk to Lisa and Bud, and then head for Domina to talk to Meimei the fortune teller.



Meimei suggests that Li'l Cactus may hold the answer to healing Bud, so return Home and head upstairs. There's a note in Li'l Cactus' pot saying that he went to ask Gaeus how to make a potion for Bud. Take Lisa along this time when you leave.



Enter Luon Highway and make your way to Gaeus (use the Boink near the entrance to get there faster). Gaeus informs you that he told Li'l Cactus to ask Selkie in the Jungle about the potion.



In the Jungle, use the Flowerling near the entrance to reach the Forested Ruins. Talk to Selkie near Rosiotti's throne, and she'll tell you to seek out Brownie in Geo, since he recently overcame the same illness as Bud.



Brownie is inside the school (he's the first student you'll see inside). He informs you that **Pirate's Potion** will cure Bud's illness, and that he got his from David.



Travel to the SS Buccaneer, and go to the lowest deck. When you talk to David, he says that he gave the potion to Li'l Cactus and had Pelican take him back home.



Leave the SS Buccaneer (enter the Wheelhouse and find the Captain. Tell him "No" when he asks if you like the ship), and head for the outskirts of Domina to find Pelican. Pelican tells you that Li'l Cactus is in the mailbox at Home, so return Home.



Li'l Cactus is indeed stuffed in the mailbox, but he brought the medicine back! Talking to him completes this Event. Unfortunately, you don't get anything for it, but hopefully you enjoyed your whirlwind tour of the Lands!



GEO



EVENT: NICCOLO CALLS IT QUIT

Enemies: None

Boss: None



This is the final "Niccolo's Adventure" Event. Enter Geo and head for the Palace. Once inside, you'll see Kristie talking to Sotherbee about needing cash to pay Niccolo. She needs it so that she can keep the Palace.

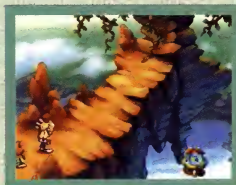


Niccolo is at Polpota Harbor's Inlet. Make sure you tackle this Event alone, and agree to take Niccolo with you. Leave Polpota Harbor and return to Kristie's Palace.



Inside the Palace, Sotherbee and Kristie talk to Niccolo, who gives her the first dose of medicine. To find the next dose, head for Gato Grottoes and the Cancun Bird's nest. Once he has it, return to the Palace in Geo.

Return to the Cancun Bird's nest again. This time, Niccolo falls from the cliff. Go back to the Inlet at Polpota Harbor again, and talk to Niccolo. This automatically transports you to the Palace.



After a conversation between Niccolo, Kristie, and Sotherbee, the Event ends. This leaves Niccolo as the new ruler of Geo, and Kristie and Sotherbee as his "managers."



ULKAN MINES



EVENT: WHERE'S PUTTY?

Enemies: Specter, Molebear, Iffish, Sahagin

Boss: None

Enter the Uulkan Mines with a partner, and use the Dudbear Express to quickly reach the Digger's Hideout. You'll witness Putty get abducted by a group of penguins. Afterwards Roger will enter, demanding that you go find Putty.



Head for the SS Buccaneer, and go to the lowest deck (Bulkhead). Putty is hidden in the moving barrel; talk to it and he'll come out, but he runs away.



Go to the Inlet at Polpota Harbor, and talk to Putty there. When Roger and the Diggers appear, the Event ends.





EVENT: THE LUCKY CLOVER

Enemies: None

Boss: Jewel Beast



To trigger this Event, you must have Elazul as your partner. He is waiting in Domina's tavern, so get him and then head for Geo.

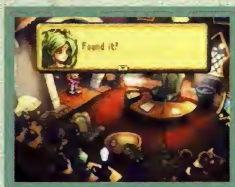


When this occurs, visit Esmeralda in the library. After a short conversation, Esmeralda will ask you to return on another day. Return to the classroom on a school day, and speak to Esmeralda.

She'll then tell you to visit the library on a "Gnome" or "Undine" day. Upon doing so, she asks you to become her knight. When you agree, she becomes your partner. Elazul will then leave and head to the Jewelry shop.

Your goal is to find all of Esmeralda's sisters' Cores. You can find them by doing the following:

Talk to Alex at the Jewelry shop; he has no Cores. Next, talk to Teapo from behind at the Café. Next, head for Kristie's Palace and talk to the statue in the storage room. Diana will give you a Core.



If you attempt to leave Geo, Esmeralda will beg you to stay. Wait for the day of the "Dryad" (by spending the night at the Café several times), and then head for Mephianse's office.

Stay at the Café until "Undine Day" arrives to get the third Core. After talking to Teapo in the Café, you'll see Sandra (the Jewel Hunter) high above the city. After Esmeralda reads a note, select "To the Academy," and then she will leave you.



You'll then run into Inspector Boyd. He informs you that Esmeralda has been kidnapped by Sandra. After Boyd leaves, head for the Palace. When you talk to Kristie, she says that they are in the warehouse.

Talk to Diana in the warehouse downstairs and answer "No matter what." She will then send you to the battle arena below. This prompts the appearance of the Jewel Beast. You must defeat it to continue.

Note: You can enter the Jewelry shop and take Elazul as your partner again, or continue to the Academy. The choice is yours!

BOSS: JEWEL BEAST

Attacks

Bite, True Beam, Slam, Thorn, Thorn Fling, Drill, Beam

Lgt	Drk	Lif	Gld	Fir	Ear	Air	Wtr
—	—	X	O	O	—	—	X

Defeat the Jewel Beast with Quick attacks, combined with Magic. Its attacks are powerful, but it moves slowly enough that you can easily avoid it.



Sandra will then take Esmeralda's Core, and Diana will give you an item and then transport you Home. You'll then see Pearl waiting for Elazul. This completes the Event.



HOME



EVENT: COSMO

Enemies: Bloodsucker, Pincher Crab, Goblin, Mushboom, Skeleton
Boss: None

Re-enter Home after completing "The Lucky Clover." Tell Elazul that Pearl hasn't arrived yet, and then agree to help him look for her to trigger this Event.

As you enter the World Map, you'll see a letter flying around it. It will land at Mekiv Caverns; enter Mekiv Caverns and talk to the smoking Mad Mallard. He will tell you to go to the upper-right.



Continue to the right and follow the Sprouting's lead. Keep going to the right to discover the King of Jewels. Follow his directions and Join Pearl and Sandra.

Sandra will attack Elazul, cracking his Core. Afterwards, Pearl will get transformed into Lady Blackpearl. Soon thereafter, the Jewel Beast will appear again.

After defeating the Jewel Beast (you and Lady Blackpearl will make quick work of it), Blackpearl will leave Elazul. Talk to the King, and he will take you and Elazul home, which completes the Event.

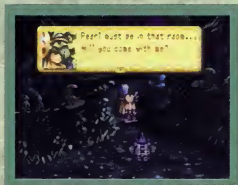


EVENT: TWO PEARLS

Enemies: Bloodsucker, Dainslaif, Succubus, Dark Stalker, Chess Knight, Basilisk, Mad Mallard, Kid Dragon

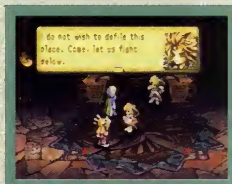
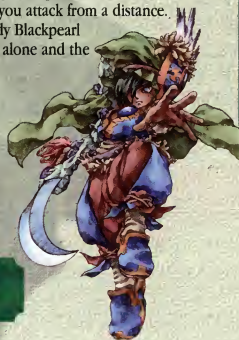
Boss: Lady Blackpearl

After completing "Cosmo," talk to Elazul in bed a few times (leaving the room between conversations). He'll eventually disappear. Go to the Tower of Leires, and agree to help Elazul to trigger this Event.



Head for the Eleventh Floor (use the Transportation device on the Eight Floor to reach the Tenth Floor), and enter the Room of Fate. After helping Elazul, you'll get taken to the First Floor to battle Lady Blackpearl.

To defeat her, equip a bow or spear so that Elazul can attack at close range as you attack from a distance. After you defeat her, Lady Blackpearl will agree to leave Pearl alone and the Event will be complete.



EVENT: ALEXANDRITE

Enemies: None

Boss: None

Enter Domina and talk to Elazul in the tavern. Agree to take Pearl to Geo to trigger the Event.

With Pearl in tow, head for Geo and talk to Diana in Kristie's Palace. Diana is crystallized, but tell Pearl "Don't worry" and go upstairs to speak to Kristie.

You need to collect Diana's Keys of the Heart to free her. You'll find her keys at:



• The Instruments Shop



• Mephianse's Office





Geo's City Gates



Once you have all three keys, talk to Kristie in the Palace and she'll tell you that Diana's statue is in the arena below. The Event ends when Diana's Core is taken by Sandra.



EVENT: FLUORITE

Enemies: Molebear, Skull Beast, Fierce Face, Mad Mallard, Sand Scorpion

Boss: Jewel Beast



After completing "Alexandrite," enter Geo's Jewelry shop to trigger this Event. You'll get transported to Pandora's Box to meet Florina.

After a conversation with Belle the Witch and Florina, agree to enter Florina's dream. This takes you to the Oasis in Duma Desert.

Agree to pay the ever present Niccolo 200 Lucre, and he'll guide you. Follow the lower-left path until you see Li'l Cactus and Niccolo. Go to the right to find Blackpearl and Elazul.



Note: From this point forward, you can ignore Niccolo.



After their conversation, talk to Elazul briefly and then follow the path that was behind the sand waterfall. Keep going to the left to find Blackpearl and Elazul again.



Walk behind the sand waterfall and keep going left. After watching Blackpearl's defeat, you'll have to once again defeat the Jewel Beast. After the fight, you'll return to Pandora's Box to complete the Event.

EVENT: TEARDROP CRYSTAL

Enemies: Denden, Beholder, Malboro, Chobin Hood, Succubus, Shadow Zero, Machine Golem

Boss: Jewel Beast, Machine Golem, Lord of Jewels 999, Lord of Jewels 1000



Return to Domina after finishing "Fluorite," and speak to Inspector Boyd in front of Domina's church. Tell him "No, that can't be," and he'll ask you to go to Geo to find a vacant building that used to have a shop that sold Jumi Cores.



When you arrive, Inspector Boyd will be left on the street. Leave the shop and talk to Pearl and Elazul. Examine the large treasure chest on the right to go to Pandora's Box.

Note: This Event triggers after Pearl changes into Blackpearl. You also receive the **Jumi's Staff Artifact**.



Choose either Elazul or Pearl to accompany you, and leave Geo. Place the **Jumi's Staff Artifact** on the World Map to create the Bejeweled City.

Enter all the rooms along the Glowing Corridor to find four gemstones: Sapphire, Topaz, Emerald, and Ruby. As you approach Sappho's gate, the Jewel Beast will appear.

BOSS: JEWEL BEAST

Attacks

Bite, True Beam, Slam, Thorn, Thorn Fling, Drill, Beam

Lgt	Drk	Lif	Gld	Fir	Ear	Air	Wtr
—	—	X	O	O	—	—	X

With Elazul along, the Jewel Beast is easy to defeat. Use a bow and other long-range attacks as well as magic, and let Elazul fight this Boss at close range. Surprisingly, Pearl will change into Blackpearl if she is in your party. Against Bosses, Blackpearl is just as powerful, if not more, than Elazul.



After defeating the Jewel Beast, walk up to Sappho's gate and examine the gem above the door. Place the two stones whose color combine to match the gem (red and blue = purple, for example). Now return to the four rooms and replace the two stones you used at the gate:

Enter Sappho's gate to reach the second level. You'll find the following two gems in the rooms: amethyst and aquamarine.

Note: As you approach Sappho's Gate, the Jewel Beast will appear again.

Battle it as you did before; let Elazul fight up close, while you concentrate on long-range attacks.

After defeating the Jewel Beast again, return to Sappho's Gate and place the three gems until you hear three tones. This opens the gate.

Go back to the lower levels and get the stones you used here. Go up to the third level and find the diamond in the room near the stairs.



BOSS: MACHINE GOLEM

Attacks

Flamethrower, Attack (1), Attack (2), Attack (3), Wave-Motion Cannon, Pulse, Beam, Missile

Lgt	Drk	Lif	Gld	Fir	Ear	Air	Wtr
—	—	X	O	—	—	—	—



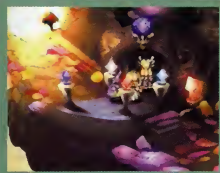
The diamond is guarded by a Machine Golem, a minor Boss. It's one major attack is its laser beam attack. Avoid it at all costs.

Your best option in this fight is to battle the Boss from across the room using long-range attacks and magic.

After this fight, you will encounter the Jewel Beast again by pushing on Sappho's Gate. After defeating it again, place four gems (by listening until you get four tones) to open the final gate. Enter it to reach the Room of Clarius.



Sandra and the Lord of Jewels 999 will be waiting inside. After a short conversation between the two, the Lord of Jewels transforms into a massive beast.



BOSS: LORD OF JEWELS 999

Attacks

Orb, Tail, Slam, Icicle (Stun), Laser

Lgt	Drk	Lif	Gld	Fir	Ear	Air	Wtr
—	—	X	O	X	O	—	—

The Lord of Jewels 999 doesn't pack a powerful punch, but it does know how to put up a fight. Stay near the edge of the screen and hit this beast with arrows and spells. It's best to avoid fighting this Boss in close quarters.

After the fight, Sandra will give the Jewel Beast her Core. You'll then warp to the Vortex of Stars to face Lord of Jewels 1000.



BOSS: LORD OF JEWELS 1000

Attacks

Light Beam, Supergravity, Icicle, Glare, 1000 Needles, Black Hole, Jewel

Lgt	Drk	Lif	Gld	Fir	Ear	Air	Wtr
—	—	X	O	X	O	—	—



This battle is much like the fight with the Lord of Jewels 999. Stay clear of this Boss' magical attacks, which can severely damage your character.



Once again, fight from afar using a bow or magic, and let Elazul go toe-to-toe with the Boss. This makes it much easier for you to avoid taking damage.



In the ensuing scene, your character cries for the Jumi and gets turned to stone. The Jumi then make another Tear Drop Crystal to heal your character. This completes the Event.



SS BUCCANEER



EVENT: THE TREASURE MAP

Enemies: Bloodsucker, Pincher Crab, Goblin, Poto

Boss: Jewel Beast



Enter the SS Buccaneer and head for the ship's Wheelhouse (walk south while inside the Deckhouse). Tell Ramtieger to go North, North, and then East. You then get summoned to the Cap'n's Cabin:



He informs you that there's a treasure map in the Mekiv Caverns. Agree to help to trigger the Event.



Inside the caverns, go to the upper-right to find Roger ordering his Dudbears to get the map. Go to the upper-right and then right again to find the treasure map on the floor. When you try to take it, the Dudbears will tear it into pieces and run away.

You must catch the Dudbears to get all the map pieces. You can find them in the following places:



• **Map Piece 1:** Located where the map was ripped apart.



• **Map Pieces 2 & 3:** Go to the upper-left, left, lower-right, right.



• **Map Pieces 4, 5, & 6:** Go to the upper-left, left, left, left, lower-right.



• **Map Pieces 7 & 8:** Go to the lower-right, right, and right again.

Tip: You must be quick on the last piece.

If you don't catch the Dudbear quickly, Roger will come and take all the pieces away! If this happens, you will fail the Event.



When you've collected all eight pieces, the Event is complete.

EVENT: THE NORDIC SNOWFIELD

Enemies: Bloodsucker, Pincher Crab, Goblin, Poto

Boss: None

To trigger this Event, you must first complete "The Treasure Map." Upon doing so, speak to Ramtieg and choose to go South twice and then West.

You'll then go to the Fieg Snowfields. Head for the Field of Innocence, speak with the faerie and have her cast a spell on you. Head to the upper-left to find the second faerie, who also casts a spell on you. Head to the lower right.

When you see two more faeries, speak to the one on the left. Return the way you came until you spot three faeries. Have Tilda cast a spell on you; she then asks you to find Lakshmi. To do so, head to the upper-right and then go to the upper-right again in the Field of Innocence.

Have the faerie who doesn't have a name cast a spell on you. Now it's time to look for Ehrlang.

Return the way you came, and go to the lower-right in the Field of Innocence. Ehrlang is one of the three faeries in the clearing, usually on the left-hand side. One important note: make sure that you don't leave the area or else you'll fail this Event.

Note: You only get one chance to do this. If you fail, you'll have to do some backtracking before trying again!



EVENT: THE QUIET SEA

Enemies: Sahagin

Boss: Gova



Enter the SS Buccaneer and talk to Ramtieger in the Wheelhouse. Tell him to go South, East, and East again. The Event triggers when Ramtieger tells you that the wind has stopped.

Head for the upper deck and talk to the fishing penguin. Leave and come back to him again; this time he has a bottle. When he opens it, a ghost (Gova) appears.



Run to the Cap'n's Cabin and he'll tell you to get it back into its bottle. To find the bottle, go to the lowest deck (above the Bulkhead).



Talk to the barrel, and tell the penguin inside "Pretty girl's here!." Talk to him again to get the bottle, and then go up to the main deck.

BOSS: GOVA

Attacks

HP Drain, Musical Instrument, Zoom Punch, Double Lariat, Balloon Bomb, Lick (Paralysis)

Lgt	Drk	Lif	Gld	Fir	Ear	Air	Wtr
X	O	—	—	—	X	O	—



A penguin will take you to fight Gova. Gova is much larger than its earlier manifestation, so be careful.

You should have little problem finishing off this Boss. Use a combination of Quick and Power attacks. Don't forget to use your Special Techniques too.



The Cap'n will give you an item out of gratitude for exorcising his ship. This ends the Event.

EVENT: BURIED TREASURE

Enemies: Bloodsucker, Pincher Crab, Goblin, Poto

Boss: None

Note: To trigger this Event, you must have stomped on 20 crabs at Madora Beach.

Speak to Ramtieger again, but this time go West twice then North. Your goal is to attempt to get the Dudbears to work for you.

Head to the right and speak to the third Dudbear (starting from the top). Give him a Halo Coin to proceed. Head for the Sunrise Cavern and give another Halo Coin to the Dudbear by the entrance to the cavern.

The Dudbear hands over Li'l Bottle, which you must give to the Dudbear on the lower-right. Continue to the right.

Note: None of the Dudbears in the next area give you anything, so you can bypass them for now.



Give another Li'l Bottle to a Dudbear to receive a Shell and give it to the Dudbear blocking your path. Exit the cavern and head to the left. In this new cavern, go to the left and give a Shell to the Dudbear blocking your path.

Suddenly, Roger appears and attempts to steal the treasure. However, the Dudbears will save the day if you give them more Halo Coins. Do so, and they'll take away Roger, thus completing the Event.

NORN PEAKS

EVENT: THE GUARDIAN OF WINDS

Enemies: Eye Spy, Needlebeak, Shrieknip, Imp, Howler, Windcallers (3), Narcissos, Garuda

Boss: Akravator

Enter Norn Peaks with Larc as your partner to trigger this Event. After a conversation between Sierra and Larc, Sierra leaves the area. Head for the Village of the Winds.

Talk to the Windcallers in the upper-right of the village, and enter the mountain paths after they threaten Larc. The three Windcallers are waiting ahead; defeat them all in order to continue.

Note: Don't talk to the stone statue at one of the forks until you've defeated all three Windcallers.

After defeating the Windcallers, the statue will break allowing you to pass. Head to the upper-right and then follow the path to the left.

BOSS: AKRAVATOR



Defeating Akravator would be difficult without Larc as your partner. This beast casts spell after spell, so your best chance is to get underneath the Boss when a spell has been cast. You can then step behind the Akravator to avoid the effects of the magic.

Attacks

Glider Attack, Tail (Poison), Head-Butt, Wing Attack, Dragon Breath, Flap, Dragonese Magic

Lgt	Drk	Lif	Gld	Fir	Ear	Air	Wtr
—	—	—	—	—	X	O	—



You can then unleash a flurry of attacks against the beast. If you can avoid its magic, you should have no trouble defeating this Boss.



You receive the **Dragonbone Artifact** from Larc for defeating the Akravator. This completes the Event.



DOMINA



EVENT: RACHEL

Enemies: None

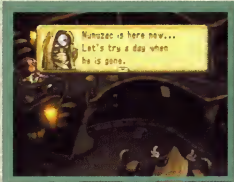
Boss: None

Enter Domina and talk to Mark in Rachel's room (above the Items shop). He mentions something about a note he found from Rachel, which triggers the Event.

Teapo will tell you that Rachel is out to kill her dad, and that she's most likely in Geo at the Academy of Magic. Head for Geo and enter the Academy's library.

Thesenis mentions that she'll perform the experiment another day. Leave the library and spend the night in the Café until Nunuzac is no longer in the library.

When the experiment occurs, Rachel is one of the students near Thesenis. She won't talk to you, but you need to see her before leaving.



Return to Rachel's room in Domina and talk to Mark. After their conversation, go to the market and talk to Jennifer (near the fortune teller), and then return to Rachel's room to witness the family's final conversation. This completes the Event.



GEO



EVENT: BLESSED ELIXIR

Enemies: None

Boss: None



Note: You cannot complete this Event if another Event is already triggered. Keep this in mind if you have a problem accessing it. Also, make sure that Niccolo is NOT in your party.



The person at Geo's shop mentions something about a barrel in one's heart. Head toward Gato Grottoes and look for the nuns. As you leave this room, you'll fight Niccolo.

Go back to Geo to speak with the Bartender again. He will tell you to go to Lumina. Now visit Lumina and speak with the bartender. When he asks a question, respond by saying "Yes." A correct answer gets you a barrel.



Now visit Duma Desert and go to the oasis. When you arrive, a barrel appears. Return to Gato Grottoes to end the Event.



DOMINA



EVENT: WISDOM OF GAEUS

Enemies: None

Boss: None



Note: To trigger this Event, you must follow Daena to Domina's Inn after you see her at the fork in Luon Highway. It's best to do this immediately after completing the event you are currently on. Also, Niccolo cannot be part of your party.





Talk to Daena in the Inn at Domina. She'll ask you a number of questions, to which you must respond correctly to get her to join you. Here are the answers:

- ❖ "I don't know."
- ❖ "Live forever."
- ❖ "Let's go."

After the conversation, return to Luon Highway and talk to Gaeus. You'll then receive a rare item from Daena.



LUMINA



EVENT: A SIREN'S SONG

Enemies: None
Boss: Tropicallo

Head for Crescent Moon Alley in Lumina. Speak with the soldiers in the area, and in Monique's shop. Now head to Polpota Harbor and talk to Monique again.



After a failed kidnapping of Monique, head for the Inlet and speak to the soldiers again. Now it's time to visit the lovely Madora Beach!



From the entrance, head to the left until you spot the Birdcage Lighthouse. Unfortunately, Flameshe won't let you inside the lighthouse. To get inside, head to the right side until Flameshe makes a bubble, and then scoot towards the door to get inside the lighthouse.

BOSS: TROPICALLLO

Attacks

Tendrils, Gravel, Petri-Gas, Thrust, Pendulum, Pollen Attack

Lgt	Drk	Lif	Gld	Fir	Ear	Air	Wtr
—	—	X	O	X	O	—	—

This Boss isn't that difficult, although it does have a great variety of attacks. Power attacks are very effective in this fight. Also, casting magic from afar works well too.



The Event ends after you defeat Tropicallo.

POLTOTA HARBOR

EVENT: GILBERT: LOVE IS BLIND

Enemies: Chocobo, Iffish, Pincer Crab, Sahagin, Seadragon

Boss: Orc

Head for Madora Beach and head for the Birdcage Lighthouse. Make sure you bring Elle along as your partner, and then head to the restaurant in Polpota Harbor.

While at the restaurant, speak to Gilbert and then return to the Birdcage Lighthouse (at Madora Beach). Then as you leave the lighthouse, Gilbert comes and takes Elle away.

Now it's time to head for the SS Buccaneer. Go down to the Cap'n's Deck, and speak to Tusk, the captain.

Note: To trigger this Event, you must have already completed "Faeries' Light" and "A Siren's Song." If you went to Geo after talking to Gilbert before, this Event won't trigger.

BOSS: ORC

Attacks

Trash, Tentacle, Ink, Thrust, Shock, Plunge, Thrash

Lgt	Drk	Lif	Gld	Fir	Ear	Air	Wtr
—	—	—	—	—	—	—	—

For the most part, the Orc's attacks are somewhat simple to avoid. For example, as the Boss prepares to launch an attack, run to the opposite side to avoid its effects.

It's pretty vulnerable to Special Techniques and magic, so use them wisely.

GEO

EVENT: GILBERT: RESUME OF LOVE

Enemies: None

Boss: None

After finishing "Gilbert: School Amour," go to Geo. If you remember, Gilbert is petrified, so go speak to him in Kristie's Palace. This scene can only be triggered if you completed the "Gilbert: Love is Blind" event.

Note: To trigger this event, you must have already finished the "Gilbert: School Amour" and "Gilbert: Love is Blind" events. Make sure you check out the requirements for each event.



Visit the Digger's Hideout in the Ulkan Mines and read a book of poems. Go to the Ulkan Mine's deepest level by using the Dudbear Express signpost at the mine's entrance.

Look for the book of poems and read it. When Roger appears, he will tell the Dudbears to get something that will prevent the cave-in. Go back and read the book of poems to talk to Roger again. He will tell you about the new horse statue he brought.





Now follow these steps: go left, then down, left twice, go up, head for the middle of the screen above the Save Point, and finally up twice to see the petrified Gilbert. From this point, go down, upper-right, up, and left twice.

Now go to Lumina to speak with Monique. Follow her to Madora Beach's Birdcage Lighthouse. Enter Madora Beach and talk to the Boink. Go left to enter the Birdcage Lighthouse. You'll want to memorize the spell Flameshe will teach Monique.

"Heavens bless the earth with life-giving showers of rain. The ancient memories of Mother Earth fill our souls with bliss. Know the truth that is the ultimate tower of energy for all."

When you return to the Ulkan Mines, help Monique with the spell. If you do it right, Gilbert will return to life and the Event will be completed.



DUMA DESERT



EVENT: THE WIMPY THUGLING

Enemies: Chocobo, Cockatrice, Fierce Face, Mad Mallard, Molebear, Sand Scorpion, Skull Beast

Boss: Kima

From the start, go to the next screen where you'll meet Tikkle. You must agree to defeat the powerful beast Kima to continue.

To find this beast, just listen to the directions given (actually, you end up following the sounds of the earth tremoring).

Note: To trigger this Event, you must have finished "Reach for the Stars: and "Blessed Elixir." Also, the Event "Fluorite" cannot be active.



BOSS: KIMA

Attacks

Tendrils, Rampage, Seed Scatter, Peck, Pumpkin Bomb, Swallow

Lgt	Drk	Lif	Gld	Fir	Ear	Air	Wtr
—	—	O	X	O	—	—	X

Because of its great size, this Boss is rather intimidating. It has plenty of powerful attacks to destroy you. In particular, its Tendril attack is quite strong. However, you can offset this by using Counter.

C

HAPTER FIVE: *The Final Adventure*

Lands:	The Bone Fortress, Fieg Snowfield, The White Forest Sanctuary of Mana
Artifacts:	Green Cane
Events:	The Field Trip, The Ghost Nemesis, Can't Look Back, The Dragon Princess, Catchin' Lilipeas, Diddle Kidnapped!, Pee-Wee Birdie, The Crimson Dragon, Legend of Mana

To begin this portion of the adventure, place the **Dragonbone**, **Frozen Heart**, and **Sword of Mana Artifacts** to create The Bone Fortress, Fieg Snowfields, and Tree of Mana.

THE BONE FORTRESS

EVENT: THE FIELD TRIP

Enemies:	None
Boss:	None



To trigger this Event, enter the Bone Fortress. Talk to the Magic Academy student near the entrance to the area; he asks you to collect three reagents for him to mix.

To get the three reagents, do the following:



- Talk to the pink male Flowerling to get "Star Sparkles."



- Talk to purplish female Flowerling to get "Spotted Silver Mushrooms."



- Talk to blue-robed student to get "Faerie Scales."



After completing this task, give them to the green-robed student you met earlier. He'll combine them to make "Triagran," plus he'll give you a seed for your trouble. This completes the Event.

EVENT: THE GHOST OF NEMESIS

Enemies: Skeletal Soldier, Slime, Skull Beast

Boss: Sierra, The Deathbringer, Jajara



To trigger this Event, you must have both Larc and a pet monster in your party and you must have completed "The Field Trip" Event.

When you enter the village, the students will speak of strange voices coming from the Bone Fortress. As you approach the fortress, a Skeletal Soldier will appear. Defeat it and then talk to the jaws of the skeleton to enter the fortress.



When you examine one of the platforms inside, your partners disappear. Exit to the upper-left, and enter the Vertebrae room ahead. Speak to the skull on the floor, and then go through the opening behind it.



In the next chamber, talk to the Skeletal Soldier. It will open a passage for you; enter it to find your pet monster and an item inside the next chamber. With your pet monster in tow, retrace your steps back to the room with the stone pedestals (Hallway of Cartilage).

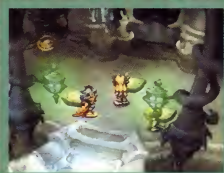


Examine the pedestal on the left side of the screen. This causes the door beneath the skull to open. Tell the flame inside to take you to the third floor.

Sierra will confront you, prompting a quick battle. With your pet monster at your side, you'll finish her off quickly. Concentrate on using Quick attacks, because she's too fast for your other moves. After defeating her, get the key and re-enter the elevator.



Go to the second floor and turn left after exiting the elevator. Talk to the Skeletal Soldier, and he'll open a passage leading to Larc. After Larc rejoins you, return to the elevator.



Take the elevator to the first floor. Your party will then take up spots on the three pedestals. This opens the elevator doors again. Take it to the third floor.

Walk to the left and then head up the stairs. When you reach the Ribcage hallway, The Deathbringer will block your path.

BOSS: THE DEATHBRINGER

Attacks

Earth Hammer, Energy Bullet, Emerald Vine, Aura Drive, Bone Spire, Dimension Slash, Splash Pearl, Protruding Pin

Lgt	Drk	Lif	Gld	Fir	Ear	Air	Wtr
X	O	—	—	—	—	X	O



Despite The Deathbringer's fierce appearance, this Boss won't put up much of a fight against your powerful trio.



Use Power attacks, followed by Quick attacks to inflict some damage at the start of the fight. Throw in some magic, but don't forget to use your Special Techniques. After the fight, go into the Throne of Corpses.

BOSS: JAJARA

Attacks

Jump Stamp, Head-Butt, Dragon Breath (Poison), Stamp



Upon entering the Throne of Corpses, Jajara will drop from the ceiling to do battle. It's important to note that you must defeat Jajara twice!



This Boss has a powerful attack in which the ceiling falls to the floor. Stay out of the way to avoid taking serious damage. Also, Jajara's spells are rather powerful too.



After the fight, Larc will take the Mana crystal's power and give you the **Green Cane Artifact**. This completes the Event.



FIEG SNOWFIELDS



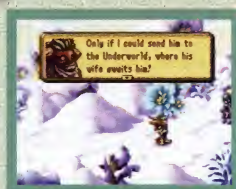
EVENT: CAN'T LOOK BACK

Enemies: Rabite, Tonpole, Zombine, Poto, Sahagin, Sky Dragon, Howler, Seadragon

Boss: Du'Mere (Nakratos)



To trigger this Event, enter Fieg Snowfields and talk to Mephianse, who warns you not to go treasure hunting. Follow the path to the Field of Innocence (the clearing with a Save Game statue in it).



Save your game, and take the lower-left path. In the next clearing (South Fieg Glacier), go to the upper-right. You'll then see Crystalle and Mephianse; after a short conversation, follow Mephianse.

BOSS: DU'MERE

Attacks

Kick, Charge, Punch, Magic, Magic (Freeze)

Lgt	Drk	Lif	Gld	Fir	Ear	Air	Wtr
—	—	—	—	—	—	X	O



To continue, you must defeat Du'Mere (Nakratos). Equip a bow before you enter this area, and let your partner fight at close range while you pummel the beast from a distance. This Boss' magical attacks are powerful, but if you hit Du'Mere with a steady supply of arrows, the fight will end before you know it.



After the Boss fight, you'll receive an item, which completes the Event.

THE WHITE FOREST

EVENT: THE DRAGON PRINCESS

Enemies: Denden, Goblin, Mushboom, Needlebeak, Rabite, Rattler Boa, Silkspitter, Wooding

Boss: Sierra, Vadise



To trigger this Event, enter the White Forests with Larc as your partner. It's fairly easy to get through this area; just follow Larc's lead. You'll eventually end up at the Ancient Tree.



After a scene with Sierra and Vadise, Larc will leave your party and you'll receive an item.

BOSS: VADISE

Attacks

Airwind, Airshot, Cyclone Needle, Tornado Blow, Needle (1), Needle (2)

Lgt	Drk	Lif	Gld	Fir	Ear	Air	Wtr
—	—	O	X	—	—	X	O



Avoid getting trapped in a corner; if this occurs, they'll hammer you with magic. If at all possible, equip a bow for this fight so that you can fight from long range. Better yet, just use your most powerful weapon in your inventory and take full advantage of your Special Techniques.



With Larc gone, you must defeat Sierra and Vadise by yourself. However, they aren't nearly as powerful as your character.



The Event ends after the Boss fight.

EVENT: CATCHIN' LILIPEAS

Enemies: Denden, Goblin, Mushboom, Needlebeak, Rabite, Rattler Boa, Silkspitter, Wooding

Boss: None

Note: To trigger this Event, you must have completed the "Dragon Princess" Event.

Enter the White Forest without Larc as a party member. Talk to Sotherbee at the entrance, and then follow the path to the lower-right.



Walk to the lower right, and speak with Skippie, who is chasing Lilipeas in the area. Continue to follow the path to the lower-left, and then left again until you reach Nouvelle.



Nouvelle asks you to help the trapped Lilipeas, so head to the left and then the upper-left. When you see the barrel, talk to it; this prompts a Lilipea to jump out.



Go to the upper-right, and then upper-right again in the next screen. You will eventually run into Hamson, who is also chasing Lilipeas. Continue to the upper-left, and then left again.

Talk to the barrel to cause another Lilipea to jump out. Retrace your steps to the spot where you spoke with Nouvelle, and engage him in conversation at the Lilipeas' Colony.





The Colony's leader then asks you to defeat a monster for them. This is a minor Boss, so you shouldn't have much of a problem.



After defeating the beast, you receive an item. You'll also see that Sotherbee is still waiting at the Forest entrance for Skippie and Hamson. This completes the Event.

Note: During this event, you'll see Skippie and Hamson talk about the possibility of having their adventures chronicled in their own events, "The Legend of Skippie" and "The Legend of Hamson." You don't have to worry about completing these two events (it cannot be done!).



DOMINA



EVENT: DIDDLE KIDNAPPED?

Enemies: None
Boss: Chimera Lord

Note: You can only trigger this event after you've completed "The Dragon Princess" Event.



Head for the St. Mana Church and talk to Roger. After the conversation, visit Diddle and Capella in the Park of Mana Angel. Eventually, a Dudgebear kidnaps Diddle. After this occurs, head for the White Forest.



While in the White Forest, you'll see some Dudgebears running around. Whenever you see them, hit them. After knocking down both Dudgebears, proceed through the area until you spot an area with four Dudgebears. Quickly hit them as well, and then head for the upper-left.

Note: If you fail to do this correctly, you're taken back to the entrance of White Forest.



BOSS: CHIMERA LORD

Attacks

Evil Wave, Evil Prison, Aura Doom, Petrify Beam, Stamp, Platinum Needle, Breath

Lgt	Drk	Lif	Gld	Fir	Ear	Air	Wtr
—	—	—	—	—	—	—	—



This is one impressive beast to say the least. It has quite a variety of attacks, plus it uses lots of magic. Its magic attacks are somewhat easy to avoid, so head for a corner of the area to avoid the effects of the magic.



This Boss frequently becomes vulnerable to attacks, which is a good time to use your most powerful Special Technique.

EVENT: PEE-WEE BIRDIE

Enemies: None

Boss: None



Go to Yuka's Inn. She asks you to give her the following:

Menos Bronze, Baobab Wood, Animal Hide, Topple Cotton, Flat Seed, Citrisquid, Rotten Meat, Sulphur

Agree and give her the items. At this point in the game, you should have all of them in your inventory. If not, you will need to visit some Items shops and visit the local student who sells minerals to complete the list.



With all the items in your possession, return to Yuka Inn's and give her the items. This causes Pee-Wee to hatch. Talk to him after leaving the Inn, and he'll give you a rare item!

Note: This Event is rather difficult to trigger. You must go to Domina when its Salamander and Wisp levels are both at 3 (maximum). You can only accomplish this after placing the Sword of Mana Artifact next to Domina on the World Map.

THE UNDERWORLD

EVENT: THE CRIMSON DRAGON

Enemies: Ape Mummy, Chimera Beast, Cursed Doll, Dark Stalker, Shadow Zero, Succubus

Boss: Larc the Centaur, Sky Dragon, Zenoa, Land Dragon, Drakonis

Note: This is an extremely long Event, so make sure you save your game before you begin.



Enter The Underworld, and talk to the tombstone to trigger the Event. Speak with Sierra and take her with you into The Underworld.



After a conversation between Tiamat and several Dark Stalkers, go down to the lowest level of The Underworld.



Talk to the Shadole after the second room with four giant masks on the walls. This takes you to another "mask room." When you're ready, equip a bow (if you have one) and then answer "Yes." This takes you to Drakonis.

BOSS: LARC THE CENTAUR

Attacks

Gauntlet, Charge, Tri-Attack, Hammer Knuckle, Leg Cannon, Rocket Punch

Lgt	Drk	Lif	Gld	Fir	Ear	Air	Wtr
—	—	—	—	—	—	—	—



Drakonis then turns Larc into a Centaur. After you defeat Larc in a short fight, "The Flames" appears on the World Map. This completes Part 1 of this Event.



The next part begins with Sierra and your character in front of The Flames (Drakonis Castle). Vadise appears and asks you to defeat Drakonis.

WARNING! Do not accept unless you have saved your game—once you enter The Flames, you can't leave until Drakonis is defeated, and that will take you some time.

The floors throughout Drakonis' stronghold are trapped to collapse under your weight. To get past the traps, you must defeat certain enemies to defuse the devices that activate the traps. Along the way, you will fall through to other levels.



From the First Floor, walk straight ahead and go up the stairs. Turn left and then left again to reach another set of stairs. Take the stairs, and then go up again to reach the Fourth Floor.

Note: Keep a sharp eye out for Save Game statues. You'll want to save your progress often.



When you enter this room, the floor collapses and drops you down to the Third Floor. Save your game here, and then take the far-left steps to reach the Second Floor. Keep going back down to the First Floor.

BOSS: SKY DRAGON

Attacks

Glider Attack, Glider Spike, Tail, Slam, Dragon Breath

Lgt	Drk	Lif	Gld	Fir	Ear	Air	Wtr
—	—	—	—	—	X	O	—

As you walk to the upper-right, you'll get stopped by a Sky Dragon. Use Quick attacks and magic against this beast to dispose of it rather quickly.



After defeating the Sky Dragon, the device in the ceiling explodes. Now walk to the lower-right, and then straight ahead to reach the Third Floor.



Follow the hallway second from the left, and turn towards the bottom of the screen. Continue in the same direction, and you'll eventually fall down to the Second Floor.



Walk towards the bottom of the screen, and then towards the blue orb at the bottom-center of the screen to trigger a battle with Zenoa.

BOSS: ZENOA

Attacks

Gauntlet, Cannon, Charge, Tri-Attack, Hammer Knuckle, Rocket Punch

Lgt	Drk	Lif	Gld	Fir	Ear	Air	Wtr
—	—	—	—	—	—	—	—

As with the Sky Dragon, your Quick attacks should be more than enough to dispose of Zenoa quickly. Always make sure that you're moving around a lot in this fight to avoid her attacks.



After the fight, the second device explodes. One more to go! Enter the room on the left, and then go straight and take the stairs up to the Third Floor. Take the stairs up to the Fourth Floor.



As you enter the doors, you'll fall to the Third Floor. Save your game here, and then walk down the hallway that's second from the right). Walk towards the bottom of the screen, and then turn right and take the steps down to the Second Floor.



Take the hallway leading towards the top of the screen, and then walk down the stone staircase to the First Floor. Head to the left and continue to the upper-left room to trigger a battle with the Land Dragon.

BOSS: LAND DRAGON

Attacks

Bite (1), Bite (2), Slam, Dragon Breath (Burn), Punch

Lgt	Drk	Lif	Gld	Fir	Ear	Air	Wtr
—	—	X	O	X	O	—	—

This is the third and final beast you must defeat to defuse the trapped floors. This fight is no more difficult than the others. Use Quick attacks and the Crouch ability to regain Hit Points if things start to get nasty.



After defeating the Land Dragon, the final device explodes. At this point, now the floors will no longer collapse beneath you.

Walk back up to the Second Floor and head for the lower-left around the corner. Walk towards the bottom of the screen, and then to the upper-left and left again. Head towards the bottom of the screen, and keep going in that direction.

Enter the room on the upper-right and go straight ahead to reach the Third Floor. Keep going straight on the third floor and enter the doors. Keep going to enter Drakonis' chambers.



BOSS: TIAMAT

Attacks

Bite, Jump Press, Head-Butt, Claw, Breath (1), Breath (2), Swallow, Dragonese Magic

Lgt	Drk	Lif	Gld	Fir	Ear	Air	Wtr
—	—	—	—	O	—	—	X



Tiamat will frequently travel from one side of the screen to the other, so you should equip yourself with deathblows that have a wide area of effect before entering this fight.



Any attack you use that takes a short time to launch will likely miss Tiamat, so use Quick attacks. You can dodge its Breath attacks once it's disappeared off the screen by taking shelter under its head.

After defeating this Boss, The Flames collapses and The Underworld returns. After a scene with Sierra, Vadise, and Larc, the Event ends.



TREE OF MANA

EVENT: LEGEND OF MANA

Enemies: Malboro, Basilisk, Sky Dragon, Land Dragon, Chocobo, Garuda, Springball, Punkster, Wooding, Tyrranos, Tomato Man, Kid Dragon, Gray Ox

Boss: Mana Goddess



This is the final Event; complete it to finish the game. With Bud or Lisa as your partner, enter the Tree of Mana and talk to Pokiehl. Walk up the tree, following the limbs.

When you reach Scantuary's Gate, continue up the stairs to meet the Mana Goddess. To complete the game, you must defeat her dark side.

Note: The tree can become kind of confusing, but as long as you continue to go up, you'll be heading in the right direction.

BOSS: MANA GODDESS

Attacks

Slash, Beat Wargod, Majin, Heaven and Earth, Thrust

Lgt	Drk	Lif	Gld	Fir	Ear	Air	Wtr
—	—	—	—	—	—	—	—



The Mana Goddess is the most powerful magical being in the world, so respect her attacks. Allow your partner to bear the brunt of her attacks; you can hide in the lower-left corner to regenerate Hit Points and avoid her attacks. Her special attacks are:

Windfang: Generates a small-scale whirlwind centered on her position (induces Poison).

Wargod: Projects ball lightning, and then starts slashing with a great sword at those who got touched. Its power is lower than it looks.

Majin: Condenses energy in the palm of her hand. She then causes the black sphere thus produced to explode in front of her. Don't get hit with this attack—it's extremely powerful.

Heaven and Earth (1): Used when the moon is completely hidden. Beams unleashed from the moon in the sky sweep across the ground.

Heaven and Earth (2): Used when the hidden moon returns to being a full moon. Changing into a band of light, she moves rapidly around the screen.

After defeating the Mana Goddess, sit back and watch the ending. We won't give away what happens; you'll have to play through the game and find out for yourself!



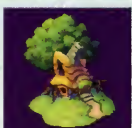
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RTIFACTS

ARTIFACT LARD IT CREATES



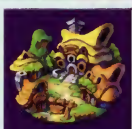
Mailbox



Home



Colorblocks



Domina



Wheel



Luon Highway



Jade Egg



Mekiv Caverns



Stone Eye



Lake Kilma

ARTIFACT LARD IT CREATES



Flame



Gato Grottoes



Medallion



Jungle



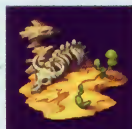
Firefly Lamp



Lumina



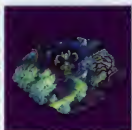
Sand Rose



Duma Desert



Trembling Spoon



The Underworld



ARTIFACT

LORD IT CREATES



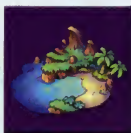
Ancient Tablet



The Mindas Ruins



Torch of Coral



Madora Beach



Broken Doll



Junkyard



Skull Lantern



Norn Peaks



Rusty Anchor



Polpota Harbor



Moon's Mirror



Tower of Leires

ARTIFACT

LORD IT CREATES



Tome of Magic



Geo



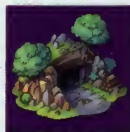
Dragonbone



Bone Fortress



Bottled Spirit



Ulkan Mine



Pirate's Hook



SS Buccancer



Frozen Heart



Fieg Snowfields



Green Cane



The White Forest

ARTIFACT

LAND IT CREATES



Golden Seed



Orchard



Brooch of Love



Lucemia

ARTIFACT

LAND IT CREATES



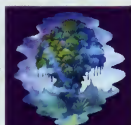
Jumi's Staff



Bejeweled City



Sword of Mana



Tree of Mana



WEAPONS



	Raw Material	Name	Daggers	Attack Power	One-Handed Swords	Attack Power	One-Handed Axes	Attack Power
Metals	Menos	Bronze	Menos	10	Menos	9	Menos	10
	Forsenal	Iron	Forsenal	15	Forsenal	14	Forsenal	15
	Granz	Steel	Granz	20	Granz	18	Granz	20
	Mythril	Silver	Mythril	25	Mythril	23	Mythril	25
	Astoria	Silver	Astoria	30	Astoria	28	Astoria	30
	Vizel	Gold	Vizel	40	Vizel	37	Vizel	40
	Ishe	Platinum	Ishe	50	Ishe	46	Ishe	50
	Lorimar	Iron	Lorimar	60	Lorimar	56	Lorimar	60
	Altena	Alloy	Altena	75	Altena	70	Altena	75
	Maia	Lead	Maia	28	Maia	15	Maia	33
Woods	Orihalcon		Orihalcon	35	Orihalcon	34	Orihalcon	34
	Oak	Wood	Oak	10	Oak	10	Oak	8
	Holly	Wood	Holly	20	Holly	20	Holly	17
	Baobab	Wood	Baobab	30	Baobab	30	Baobab	26
	Ebony	Wood	Ebony	40	Ebony	40	Ebony	35
	Ash	Wood	Ash	50	Ash	50	Ash	43
	Dior	Wood	Dior	75	Dior	76	Dior	65
	Mistletoe		Mistletoe	45	Mistletoe	45	Mistletoe	39
	Petrified	Wood	Fossil	70	Fossil	71	Fossil	61
	Marble		Marble	11	Marble	7	Marble	13
Stones	Obsidian		Obsidian	23	Obsidian	15	Obsidian	27
	Pedastone		Pedan	47	Pedan	30	Pedan	54
	Gaeus' Tears		Tear	71	Tear	46	Tear	82
	AnimalHide		Leather	5	Leather	8	Leather	3
	Gator Skin		Croco	10	Croco	15	Croco	5
	Dragon Skin		Dragon	30	Dragon	45	Dragon	15
	Fishscale		Scale	7	Scale	7	Scale	7
	Lizardscale		Lizard	16	Lizard	16	Lizard	15
	Snakescale		Snake	24	Snake	24	Snake	22
	Dragonscale		Dragon	82	Dragon	82	Dragon	78
Bones	AnimalBone		Bone	15	Bone	14	Bone	14
	Ivory		Ivory	30	Ivory	29	Ivory	29
	Fossil		Fossil	65	Fossil	63	Fossil	64
	Topple Cotton		Cotton	3	Cotton	3	Cotton	2
	Sultan's Silk		Silk	5	SilSilk	7	Silk	3
	JuddHemp		Hemp	8	Hemp	11	Hemp	4
	Altena Felt		Felt	10	Felt	15	Felt	5
	Giacobini Aerolite		Giacobini	30	Giacobini	24	Giacobini	32
	Halley Aerolite		Halley	37	Halley	29	Halley	40
	Ankhe Aerolite		Ankhe	45	Ankhe	36	Ankhe	49
Aerolithes	Vineck Aerolite		Vineck	52	Vineck	42	Vineck	57
	Tuttle Aerolite		Tuttle	60	Tuttle	48	Tuttle	65
	Nemesis Aerolite		Nemesis	75	Nemesis	60	Nemesis	81
	Biela Aerolite		Biela	90	Biela	72	Biela	98
	Swift Aerolite		Swift	105	Swift	84	Swift	114
	Adamantite		Adamant	109	Adamant	87	Adamant	117
	Full Metal		Full Metal	84	Full Metal	69	Full Metal	90
	Coral		Coral	32	Coral	34	Coral	29
	Carapace		Shell	25	Shell	27	Shell	23
	Shell		Shell	17	Shell	18	Shell	15
Others	Emerald		Emerald	2	Emerald	1	Emerald	2
	Pearl		Pearl	2	Pearl	1	Pearl	2
	Lapis Lazuli		Lapis	2	Lapis	1	Lapis	2



	Raw Material Name
Metals	Menos Bronze
	Forsenalron
	Granz Steel
	Mythril Silver
	Astoria Silver
	Vizel Gold
	Ishe Platinum
	Lorimar Iron
	Altena Alloy
	Maia Lead
Woods	Orihalcon
	Oak Wood
	Holly Wood
	Baobab Wood
	Ebony Wood
	Ash Wood
	Dior Wood
	Mistletoe
	Petrified Wood
	Marble
Stones	Obsidian
	Pedastone
	Gaeus' Tears
	AnimalHide
	Gator Skin
	Dragon Skin
	Fishscale
	Lizardscale
	Snakescale
	Dragonscale
Scales	AnimalBone
	Ivory
	Fossil
	Topple Cotton
	Sultan's Silk
	JuddHemp
	Altena Felt
	Giacobini Aerolite
	Halley Aerolite
	Ankhe Aerolite
Bones	Vinek Aerolite
	Tuttle Aerolite
	Nemesis Aerolite
	Biela Aerolite
	Swift Aerolite
	Adamantite
	Full Metal
	Coral
	Carapace
	Shell
Cloth	Emerald
	Pearl
	Lapis Lazuli
Aerolites	
Others	

Two-Handed Swords	Attack Power
12	
Forsenal	18
Granth	25
Mythril	31
Astoria	37
Vizel	50
Ishe	62
Lorimar	75
Altena	93
Maya	35
Orihalcon	43
Oak	12
Holly	25
Baobab	37
Ebony	50
Ash	62
Dior	93
Mistletoe	56
Fossil	87
Marble	14
Obsidian	29
Pedan	59
Tear	89
Leather	7
Croco	13
Dragon	38
Scale	9
Lizard	20
Snake	30
Dragon	102
Bone	18
Ivory	37
Fossil	81
Cotton	3
Silk	6
Hemp	10
Felt	13
Giacobini	37
Halley	46
Ankhe	56
Vinek	66
Tuttle	75
Nemesis	94
Biela	113
Swift	132
Adamant	136
Full Metal	105
Coral	40
Shell	31
Shell	21
Emerald	2
Pearl	2
Lapis	2

Two-Handed Axes	Attack Power
Menos	12
Forsenal	18
Granth	25
Mythril	31
Astoria	37
Vizel	50
Ishe	62
Lorimar	75
Altena	93
Maya	39
Orihalcon	43
Oak	10
Holly	20
Baobab	30
Ebony	41
Ash	51
Dior	76
Mistletoe	46
Fossil	71
Marble	16
Obsidian	32
Pedan	66
Tear	100
Leather	3
Croco	6
Dragon	16
Scale	9
Lizard	19
Snake	28
Dragon	98
Bone	18
Ivory	37
Fossil	81
Cotton	2
Silk	3
Hemp	4
Felt	6
Giacobini	40
Halley	50
Ankhe	60
Vinek	70
Tuttle	81
Nemesis	101
Biela	122
Swift	142
Adamant	146
Full Metal	112
Coral	37
Shell	29
Shell	19
Emerald	2
Pearl	2
Lapis	2

Hammers	Attack Power
Menos	12
Forsenal	18
Granth	25
Mythril	31
Astoria	37
Vizel	50
Ishe	62
Lorimar	75
Altena	93
Maya	59
Orihalcon	41
Oak	12
Holly	24
Baobab	36
Ebony	49
Ash	61
Dior	91
Mistletoe	55
Fossil	85
Marble	20
Obsidian	42
Pedan	85
Tear	128
Leather	3
Croco	6
Dragon	16
Scale	9
Lizard	18
Snake	27
Dragon	94
Bone	17
Ivory	34
Fossil	74
Cotton	2
Silk	3
Hemp	4
Felt	6
Giacobini	45
Halley	56
Ankhe	68
Vinek	79
Tuttle	90
Nemesis	113
Biela	136
Swift	158
Adamant	163
Full Metal	123
Coral	33
Shell	26
Shell	18
Emerald	2
Pearl	2
Lapis	2



Metals

Woods

Stones

Leathers

Scales

Bones

Cloth

Aerolithes

Others

Raw Material Name

Menos Bronze
Forsenal Iron
Granz Steel
Mythril Silver
Astoria Silver
Vizel Gold
Ishe Platinum
Lorimar Iron
Altena Alloy
Maia Lead
Orihalcon
Oak Wood
Holly Wood
Baobab Wood
Ebony Wood
Ash Wood
Dior Wood
Mistletoe
Petrified Wood
Marble
Obsidian
Pedastone
Gaeus' Tears
Animal Hide
Gator Skin
Dragon Skin
Fishscale
Lizardscale
Snakescale
Dragonscale
Animal Bone
Ivory
Fossil
Topple Cotton
Sultan's Silk
Judd Hemp
Altena Felt
Giacobini Aerolite
Halley Aerolite
Ankhe Aerolite
Vinek Aerolite
Tuttle Aerolite
Nemesis Aerolite
Biela Aerolite
Swiftie Aerolite
Adamantite
Full Metal
Coral
Carapace
Shell
Emerald
Pearl
Lapis Lazuli

Spears

Menos	11
Forsenal	16
Granth	22
Mythril	28
Astoria	33
Vizel	45
Ishe	56
Lorimar	67
Altena	84
Maya	20
Orihalcon	40
Oak	11
Holly	22
Baobab	34
Ebony	45
Ash	56
Dior	85
Mistletoe	51
Fossil	79
Marble	9
Obsidian	19
Pedan	40
Tear	60
Leather	8
Croco	15
Dragon	45
Scale	9
Lizard	18
Snake	28
Dragon	96
Bone	17
Ivory	35
Fossil	76
Cotton	4
Silk	7
Hemp	11
Felt	15
Giacobini	30
Halley	37
Ankhe	45
Vinek	52
Tuttle	60
Nemesis	75
Biela	91
Swiftie	105
Adamant	109
Full Metal	86
Coral	39
Shell	31
Shell	21
Emerald	2
Pearl	2
Lapis	2

Attack Power

Staves

Menos	7
Forsenal	11
Granth	15
Mythril	18
Astoria	22
Vizel	30
Ishe	37
Lorimar	45
Altena	56
Maya	33
Orihalcon	25
Oak	9
Holly	19
Baobab	28
Ebony	38
Ash	47
Dior	71
Mistletoe	42
Fossil	66
Marble	11
Obsidian	22
Pedan	45
Tear	68
Leather	5
Croco	10
Dragon	30
Scale	5
Lizard	11
Snake	17
Dragon	60
Bone	10
Ivory	20
Fossil	44
Cotton	2
Silk	5
Hemp	7
Felt	10
Giacobini	24
Halley	30
Ankhe	37
Vinek	43
Tuttle	49
Nemesis	61
Biela	74
Swiftie	86
Adamant	89
Full Metal	68
Coral	23
Shell	18
Shell	12
Emerald	1
Pearl	1
Lapis	1

Attack Power

Gloves

Menos	8
Forsenal	13
Granth	17
Mythril	21
Astoria	26
Vizel	35
Ishe	43
Lorimar	52
Altena	65
Maya	27
Orihalcon	30
Oak	11
Holly	22
Baobab	33
Ebony	45
Ash	56
Dior	84
Mistletoe	50
Fossil	78
Marble	11
Obsidian	23
Pedan	46
Tear	69
Leather	9
Croco	17
Dragon	52
Scale	7
Lizard	14
Snake	21
Dragon	73
Bone	12
Ivory	24
Fossil	53
Cotton	4
Silk	8
Hemp	13
Felt	17
Giacobini	27
Halley	34
Ankhe	41
Vinek	48
Tuttle	55
Nemesis	69
Biela	83
Swiftie	97
Adamant	100
Full Metal	75
Coral	29
Shell	22
Shell	15
Emerald	1
Pearl	1
Lapis	1

Attack Power



	Raw Material Name	Flails	Attack Power	Bows	Attack Power
Metals	Menos Bronze	Menos	8	Menos	8
	Forsenal Iron	Forsenal	13	Forsenal	12
	Granz Iron	Granth	17	Granth	16
	Mythril Steel	Mythril	21	Mythril	20
	Astoria Silver	Astoria	26	Astoria	24
	Vizel Gold	Vizel	35	Vizel	32
	Ishe Platinum	Ishe	43	Ishe	40
	Lorimar Iron	Lorimar	52	Lorimar	48
	Altena Alloy	Altena	65	Altena	60
	Maia Lead	Maya	32	Maya	8
Woods	Orihalcon	Orihalcon	29	Orihalcon	29
	Oak Wood	Oak	10	Oak	7
	Holly Wood	Holly	21	Holly	15
	Baobab Wood	Baobab	32	Baobab	23
	Ebony Wood	Ebony	43	Ebony	31
	Ash Wood	Ash	53	Ash	39
	Dior Wood	Dior	80	Dior	59
	Mistletoe	Mistletoe	48	Mistletoe	35
	Petrified Wood	Fossil	75	Fossil	55
	Marble	Marble	12	Marble	5
Stones	Obsidian	Obsidian	25	Obsidian	12
	Pedastone	Pedan	51	Pedan	24
	Gacus' Tears	Tear	76	Tear	37
	Animal Hide	Leather	7	Leather	6
Leathers	Gator Skin	Croco	14	Croco	13
	Dragon Skin	Dragon	41	Dragon	38
	Fishscale	Scale	6	Scale	6
	Lizardscale	Lizard	13	Lizard	13
	Snakescale	Snake	20	Snake	20
	Dragonscale	Dragon	71	Dragon	71
	Animal Bone	Bone	12	Bone	13
	Ivory	Ivory	24	Ivory	26
	Fossil	Fossil	52	Fossil	56
	Topple Cotton	Cotton	3	Cotton	3
Bones	Sultan's Silk	Silk	7	Silk	6
	Judd Hemp	Hemp	10	Hemp	9
	Altena Felt	Felt	13	Felt	12
	Giacobini Aerolite	Giacobini	29	Giacobini	21
Cloth	Halley Aerolite	Halley	36	Halley	26
	Ankhe Aerolite	Ankhe	43	Ankhe	31
	Vinek Aerolite	Vinek	50	Vinek	36
	Tuttle Aerolite	Tuttle	58	Tuttle	42
	Nemesis Aerolite	Nemesis	72	Nemesis	52
	Biela Aerolite	Biela	87	Biela	63
	Swift Aerolite	Swift	101	Swift	73
	Adamantite	Adamant	104	Adamant	75
	Full Metal	Full Metal	78	Full Metal	60
	Coral	Coral	27	Coral	29
Others	Carapace	Shell	21	Shell	23
	Shell	Shell	14	Shell	16
	Emerald	Emerald	1	Emerald	1
	Pearl	Pearl	1	Pearl	1
	Lapis Lazuli	Lapis	1	Lapis	1

I TEMS

NAME DESCRIPTION

Acid	Secondary Bottle
Adamantite	Primary Metal
Altena Alloy	Secondary Metal
Altena Felt	Primary Fabric
Angel Feather	Secondary Feather
Angry Eye	Secondary Eye
AnimalBone	Primary Bone
AnimalHide	Primary Hide
Animal Meat	Secondary Meat
Ankh Aerolite	Primary Metal
Applesocks	Secondary Produce
Apricat	Secondary Produce
Aroma Oil	Secondary Bottle
Ash	Secondary Powder
Ash Wood	Secondary Wood
Astoria Silver	Secondary Coin
Aura Gold	Primary Coin
Aura Silver	Secondary Coin
Baked Caterpillar	Secondary Pellet
BachabWood	Primary Wood
Bellgrapes	Secondary Produce
Biella Aerolite	Primary Metal
Big Seed	Secondary Seed (Green)
Bird Meat	Secondary Meat
Blackened Bat	Secondary Pellet
Blank Eye	Secondary Eye
Boarmelon	Secondary Produce
Bug Meat	Secondary Meat
Bumpkin	Secondary Produce
Cabbadillo	Secondary Produce
Centaur Hide	Primary Hide
Chaos Crystal	Secondary Mana Crystal
Cherry Bombs	Secondary Produce
Citrisquid	Secondary Produce
Clear Feather	Secondary Feather
Conchurnip	Secondary Produce
Coral	Primary
Corrflower	Secondary Produce
Creepy Eye	Secondary Eye
Crooked Seed	Secondary Seed (Red)
Cursed Bone	Primary Bone
Dangerous Eye	Secondary Eye
Demon Meat	Secondary Meat
Dialaurel	Secondary Produce

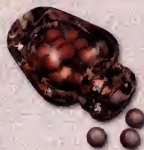
NAME DESCRIPTION

Diceberry	Secondary Produce
Dior Wood	Secondary Wood
Dolphin Squash	Secondary Produce
Dragon Blood	Secondary Bottle
Dragon Breath	Secondary Vial
Dragon Scales	Primary Scale
Dragon Skin	Primary Hide
Dragon Steak	Secondary Meat
Dryad Gold	Primary Coin
Dryad Silver	Secondary Coin
Far of Wheat	Secondary Urn
Earthstone	Secondary Mana Stone
EbonyWood	Primary Wood
Electricity	Secondary Urn
Emerald	Primary
Ether	Secondary Bottle
Firestone	Secondary Mana Stone
Fish Meat	Secondary Meat
FishScales	Primary Scales
Fishy Fruit	Secondary Produce
Flaming Quill	Secondary Feather
Flat Seed	Secondary Seed
ForsenaIron	Primary Metal
Fossil	Primary Bone
Fossil Wood	Primary Wood
Fullmetal	Primary
Gaeus' Tears	Primary Stone
Garlicrown	Secondary Produce
GatorSkin	Primary Hide
Ghost's Howl	Secondary Vial
Giant's Horn	Secondary Fanes & Claws
Gnome Gold	Primary Coin
Gnome Silver	Secondary Coin
Glow Crystal	Secondary Mana Crystal
Gold Clover	Secondary Produce
Granz Steel	Primary Metal
Grave Dirt	Secondary Powder
Greenball Bun	N/A
Hairball	Secondary Pouch
Halley Aerolite	Primary Metal
Healing Claw	Secondary Fanes & Claws
Heart Mint	Secondary Produce
HollyWood	Primary Wood



NAME	DESCRIPTION
Holy Water	Secondary Bottle
Honey Onion	Secondary Produce
Impossible Book	N/A
IshePlatinum	Primary Metal
Ivory	Primary Bone
JacobiniRock	Primary Aerolite
Jinn Gold	Primary Coin
Jinn Silver	Secondary Coin
JuddHemp	Primary Fabric
Knockout Dust	Secondary Powder
Lapis Lazuli	Primary
Lilipods	Secondary Produce
Little Eye	Secondary Eye
Lizard Meat	Secondary Meat
LizardScales	Primary Scales
LorantSilver	Primary Metal
Long Seed	Secondary Seed (Purple)
Loquat-Shoes	Secondary Produce
LorimarIron	Primary Metal
Magical Meat	Secondary Meat
Maia Lead	Primary Metal
Messy Scroll	Secondary Pouch
Mangolephant	Secondary Produce
Maple Wood	Secondary Wood
Marble	Primary Stone
Masked Potato	Secondary Produce
MenosBronze	Primary Metal
Mercury	Secondary Vial
Mirror Piece	Secondary Pouch
Moon Crystal	Secondary Mana Crystal
Morph Meat	Secondary Meat
Moss	Secondary Urn
Moth Wing	Secondary Feather
Mush-in-a-Box	Secondary Produce
Mythril Silver	Secondary Metal
Needle	Secondary Pouch
Needletruce	Secondary Produce
Nemesis Aerolite	Primary Metal
OakWood	Primary Wood
Oblong Seed	Secondary Seed (Yellow)
Obsidian	Primary Metal
Odd Meat	Secondary Meat
Orange Opus	Secondary Produce
Oracplant	Secondary Produce
Orihalcon	Primary Metal
Paralysis Powder	Secondary Powder
Peach Puppy	Secondary Produce
Pear o' Heels	Secondary Produce
Pearl	Primary
Pedan Stone	Primary Stone
Pegasus Feather	Secondary Feather
Pine o' Clock	Secondary Produce

NAME	DESCRIPTION
Poison Fang	Secondary Fangs & Claws
Poison Powder	Secondary Powder
Raven Feather	Secondary Feather
Rhinoloupe	Secondary Produce
Rocket Papaya	Secondary Produce
Rotten Meat	Secondary Meat
Round Seed	Secondary Seed (Blue)
Rust	Secondary Powder
Sala Gold	Primary Coin
Sala Silver	Secondary Coin
Scissors	Secondary Fangs & Claws
Shade Gold	Primary Coin
Shade Silver	Secondary Coin
Sharp Claw	Secondary Fang & Claw
Shell	Primary
Silly Eye	Secondary Eye
Sleepy Eye	Secondary Eye
Sleepy Powder	Secondary Powder
Small Seed	Secondary Seed (Orange)
Snake Scales	Primary Scale
Spade Basil	Secondary Produce
Sparkle Crystal	Secondary Mana Crystal
Spiny Carrot	Secondary Produce
Spiny Seed	Secondary Seed
Springanana	Secondary Produce
Sqalphin	Secondary Produce
Stinky Breath	Secondary Vial
Sulpher	Secondary Powder
Sultan'sSilk	Primary Scale
Sun Crystal	Secondary Mana Crystal
Sweet Moai	Secondary Produce
Swift Aerolite	Primary Metal
Tako Bug	N/A
Tadstoolshed	Secondary Produce
TurpleCotton	Primary Fabric
Tortoise Shell	Primary
Turtle Aerolite	Primary Metal
Undine Gold	Primary Coin
Undine Silver	Secondary Coin
Vampire Fang	Secondary Fangs & Claws
Vinec Aerolite	Primary Metal
Virgin's Sigh	Secondary Vial
Vizel Gold	Primary Metal
Wad of Wool	Secondary Pouch
Waterstone	Secondary Mana Stone
WendelSilver	Primary Metal
Whalamato	Secondary Produce
White Feather	Secondary Feather
Wicked Eye	Secondary Eye
Windstone	Secondary Mana Stone
Wisp Gold	Secondary Coin
Wisp Silver	Secondary Coin
Zombie Claw	Secondary Fangs & Claws



I NSTRUMENTS



Power



Power

Metals

Woods

Stones

Leathers

Scales

Bones

Cloth

Perillites

Others

Raw Material Name

Menos Bronze
Forsenalron
Granz Steel
Mythrill Silver
Astoria Silver
Vizel Gold
Ishe Platinum
Lorimar Iron
Altena Alloy
Maia Lead
Orihalcon
Oak Wood
Holly Wood
Baobab Wood
Ebony Wood
Ash Wood
Dior Wood
Mistletoe
Petrified Wood
Marble
Obsidian
Pedastone
Gacus' Tears
AnimalHide
Gator Skin
Dragon Skin
Fishscale
Lizardscale
Snakescale
Dragonscale
AnimalBone
Ivory
Fossil
Topple Cotton
Sultan's Silk
JuddHemp
Altena Felt
Giacobini Aerolite
Halley Aerolite
Ankhe Aerolite
Vinek Aerolite
Turtle Aerolite
Nemesis Aerolite
Biela Aerolite
Swiftie Aerolite
Adamantite
Full Metal
Coral
Carapace
Shell
Emerald
Pearl
Lapis Lazuli

Harps

Gold Coin	Silver Coin
Menos	6
Forse	13
Granz	20
Mythrill	27
Astoria	34
Vizel	41
Ishe	48
Lorimar	55
Altena	62
Maya	6
Orihalcon	34
Oak	7
Holly	14
Bao	21
Ebony	28
Ash	49
Dior	63
Mistletoe	35
Fossil	56
Marb	15
Obsidian	29
Pedan	43
Tear	57
Hide	4
Croco	11
Dragon	25
Fish	5
Lizard	19
Snake	26
Dragon	61
Bone	16
Ivory	37
Fossil	58
Cot	3
Silk	7
Hemp	10
Felt	14
Jacob	7
Halley	14
Ankhe	21
Vinek	28
Turtle	35
Nemesis	42
Biela	49
Swiftie	56
Adamant	8
Full Metal	8
Coral	8
Shell	8
Shell	8
Emerald	36
Pearl	36
Lapis	36

Marimbas

Gold Coin	Silver Coin
Menos	7
Forse	13
Granz	19
Mythrill	25
Astoria	31
Vizel	37
Ishe	43
Lorimar	49
Altena	55
Maya	7
Orihalcon	31
Oak	8
Holly	14
Bao	20
Ebony	26
Ash	44
Dior	56
Mistletoe	32
Fossil	50
Marb	13
Obsidian	25
Pedan	37
Tear	49
Hide	3
Croco	9
Dragon	21
Fish	6
Lizard	18
Snake	24
Dragon	54
Bone	13
Ivory	31
Fossil	49
Cot	3
Silk	6
Hemp	9
Felt	12
Jacob	6
Halley	12
Ankhe	18
Vinek	24
Turtle	30
Nemesis	36
Biela	42
Swiftie	48
Adamant	8
Full Metal	8
Coral	8
Shell	8
Shell	8
Emerald	31
Pearl	31
Lapis	31



Power



Power

	Metals	Woods	Stones	Leathers	Scales	Bones	Cloth	Aerolithes	Others
Raw Material Name	Menos Bronze Forsenalron Granz Steel Mythril Silver Astoria Silver Vizel Gold Ishe Platinum Lorimar Iron Altena Alloy Maia Lead Orihalcon Oak Wood Holly Wood Baobab Wood Ebony Wood Ash Wood Dior Wood Mistletoc Petrified Wood Marble Obsidian Pedanstone Gaeus' Tears AnimalHide Gator Skin Dragon Skin Fishscale Lizardscale Snakescale Dragonscale AnimalBone Ivory Fossil Topple Cotton Sultan's Silk JuddHemp Altena Felt Giacobini Aerolite Halley Aerolite Ankhe Aerolite Vinek Aerolite Tuttle Aerolite Nemesis Aerolite Biela Aerolite Swift Aerolite Adamantite Full Metal Coral Carapace Shell Emerald Pearl Lapis Lazuli	Flutes Menos Forse Granz Mythril Astoria Vizel Ishe Lorimar Altena Maya Orihalcon Oak Holly Bao Ebony Ash Dior Mistletoc Fossil Marb Obsidian Pedan Tear Hide Croco Dragon Fish Lizard Snake Dragon Bone Ivory Fossil Cot Silk Hemp Felt Jacob Halley Ankhe Vinek Tuttle Nemesis Biela Swift Adamant Full Metal Coral Shell Shell Emerald Pearl Lapis	Gold Coin 12 24 36 48 60 72 84 96 108 12 60 13 25 37 49 85 109 61 97 27 51 75 99 6 18 42 9 33 45 105 25 61 97 6 12 18 24 12 24 48 60 72 84 96 15 15 15 15 15 42 42 42	Silver Coin 8 16 24 32 40 48 56 64 72 8 40 9 17 25 33 57 73 41 65 18 34 50 66 4 12 28 6 22 30 70 17 41 65 4 8 12 16 8 16 24 32 40 48 56 64 10 10 10 10 10 42 42 42					

	Drums	Gold Coin	Silver Coin
Menos	4	3	
Forse	12	8	
Granz	19	13	
Mythril	27	18	
Astoria	34	23	
Vizel	42	28	
Ishe	49	33	
Lorimar	57	38	
Altena	64	43	
Maya	4	3	
Orihalcon	34	23	
Oak	9	6	
Holly	16	11	
Bao	24	16	
Ebony	31	21	
Ash	54	36	
Dior	69	46	
Mistletoc	39	26	
Fossil	61	41	
Marb	12	8	
Obsidian	27	18	
Pedan	42	28	
Tear	57	38	
Hide	9	6	
Croco	16	11	
Dragon	31	21	
Fish	6	4	
Lizard	21	14	
Snake	28	19	
Dragon	66	44	
Bone	18	12	
Ivory	40	27	
Fossil	63	42	
Cot	7	5	
Silk	15	10	
Hemp	22	15	
Felt	30	20	
Jacob	6	4	
Halley	13	9	
Ankhe	21	14	
Vinek	28	19	
Tuttle	36	24	
Nemesis	43	29	
Biela	51	34	
Swift	58	39	
Adamant	9	6	
Full Metal	9	6	
Coral	9	6	
Shell	9	6	
Shell	9	6	
Emerald	36	24	
Pearl	36	24	
Lapis	36	24	

ARMOR



SHIELDS



HELMETS



Metals

Woods

Stones

Leathers

Scales

Bones

Clam

Others

Raw Material Name	Shields			
	Blunt	Slash	Pierce	Magic
Menos Bronze	1	1	1	0
Forsenalron	1	1	1	0
Granz Steel	2	2	2	1
Mythrill Silver	3	3	3	1
Astoria Silver	3	3	3	1
Vizel Gold	5	5	5	2
Ishe Platinum	6	6	6	3
Lorimar Iron	7	7	7	3
Altena Alloy	9	9	9	4
Maia Lead	2	5	5	3
Orihalcon	3	3	3	2
Oak Wood	0	0	1	0
Holly Wood	1	1	2	1
Baobab Wood	1	2	3	2
Ebony Wood	2	3	4	3
Ash Wood	3	4	5	3
Dior Wood	4	6	8	5
Mistletoe	2	3	5	3
Petrified Wood	4	6	7	5
Marble	1	1	1	0
Obsidian	2	3	3	0
Pedastone	4	6	7	1
Gaeus' Tears	6	9	11	2
Animal Hide	1	1	1	0
Croco Skin	2	3	2	1
Dragon Skin	6	9	7	5
Fishscale	1	1	0	1
Lizardscale	2	2	1	2
Snakescale	3	3	1	3
Dragonscale	12	10	5	10
Animal Bone	1	2	0	0
Ivory	2	4	1	1
Fossil	6	10	4	3
Topple Cotton	1	1	1	1
Sultan's Silk	2	2	2	2
Judd Hemp	3	3	3	3
Altena Felt	4	4	4	4
Giacobini Aerolite	2	3	4	0
Halley Aerolite	2	3	5	0
Ankhe Aerolite	3	4	6	1
Vinek Aerolite	3	5	7	1
Tuttle Aerolite	4	6	8	1
Nemesis Aerolite	5	7	10	1
Biela Aerolite	6	9	12	2
Swift Aerolite	7	10	14	2
Adamantite	5	16	11	4
Full Metal	5	19	5	2
Coral	2	7	2	1
Carapace	1	5	1	0
Shell	1	4	1	0
Emerald	0	0	0	3
Pearl	0	0	0	3
Lapis Lazuli	0	0	0	3

Helmets	Def. Power			
	Blunt	Slash	Pierce	Magic
Menos	1	1	0	0
Forsenal	1	1	1	0
Granth	2	2	1	0
Mythrill	3	2	2	0
Astoria	3	3	2	0
Vizel	5	4	3	1
Ishe	6	5	4	1
Lorimar	7	6	5	1
Altena	9	8	7	2
Maya	2	4	4	2
Orihalcon	3	3	2	1
Oak	0	0	0	0
Holly	1	1	1	0
Baobab	1	2	2	1
Ebony	2	3	3	1
3	3	4	1	
Dior	4	5	6	2
Mistletoe	2	3	3	1
Fossil	4	5	5	2
Marble	1	1	1	0
Obsidian	2	2	2	0
Pedan	4	5	5	0
Tear	6	7	8	1
Leather	1	1	0	0
Croco	2	2	1	0
Dragon	6	7	5	2
Scale	1	0	0	0
Lizard	2	1	0	1
Snake	3	2	1	1
Dragon	12	8	3	5
Bone	1	1	0	0
Ivory	2	4	1	0
Fossil	6	8	3	1
Cotton	1	0	0	0
Silk	2	2	1	1
Hemp	3	3	2	1
Felt	4	4	3	2
Giacobini	2	2	3	0
Halley	2	3	3	0
Ankhe	3	3	4	0
Vinek	3	4	5	0
Tuttle	4	5	6	0
Nemesis	5	6	7	0
Biela	6	7	9	1
Swift	7	9	10	1
Adamant	5	14	8	2
Full Metal	5	16	3	1
Coral	2	6	1	0
Shell	1	5	1	0
Shell	1	3	0	0
Emerald	0	0	0	1
Pearl	0	0	0	1
Lapis	0	0	0	1

HATS



ARMOR



Metals

Woods

Stones

Leathers

Scales

Bones

Cloth

Aeroliths

Others

Raw Material Name
Menos Bronze
Forsenalron
Granz Steel
Mythril Silver
Astoria Silver
Vizel Gold
Ishe Platinum
Lorimar Iron
Altena Alloy
Maia Lead
Orihalcon
Oak Wood
Holly Wood
Baobab Wood
Ebony Wood
Ash Wood
Dior Wood
Mistletoe
Petrified Wood
Marble
Obsidian
Pedastone
Gaeus' Tears
Animal Hide
Gator Skin
Dragon Skin
Fishscale
Lizardscale
Snakescale
Dragonscale
Animal Bone
Ivory
Fossil
Topple Cotton
Sultan's Silk
Judd Hemp
Altena Felt
Giacobini Aerolite
Halley Aerolite
Ankhe Aerolite
Vinek Aerolite
Tuttle Aerolite
Nemesis Aerolite
Biela Aerolite
Swiftie Aerolite
Adamantite
Full Metal
Coral
Carapace
Shell
Emerald
Pearl
Lapis Lazuli

Hats	Def. Power			
	Blunt	Slash	Pierce	Magic
Menos	0	0	0	0
Forsenal	0	0	0	0
Granth	1	0	0	1
Mythril	1	0	0	1
Astoria	1	0	0	1
Vizel	2	1	1	2
Ishe	3	1	1	3
Lorimar	3	1	1	3
Altena	4	2	2	4
Maia	1	1	1	5
Orihalcon	1	0	0	2
Oak	0	0	0	0
Holly	0	0	0	1
Baobab	0	0	0	2
Ebony	1	0	1	3
Ash	1	1	1	3
Dior	2	1	2	5
Mistletoe	1	0	1	3
Fossil	2	1	1	5
Marble	0	0	0	0
Obsidian	1	0	0	0
Pedan	2	1	1	1
Tear	3	2	2	2
Leather	0	0	0	0
Croco	1	0	0	1
Dragon	3	2	1	5
Scale	0	0	0	1
Lizard	1	0	0	2
Snake	1	0	0	3
Dragon	6	2	1	10
Bone	0	0	0	0
Ivory	1	1	0	1
Fossil	3	2	1	3
Cotton	0	0	0	1
Silk	1	0	0	2
Hemp	1	0	0	3
Felt	2	1	1	4
Giacobini	1	0	1	0
Halley	1	0	1	0
Ankhe	1	1	1	1
Vinek	1	1	1	1
Tuttle	2	1	2	1
Nemesis	2	1	2	1
Biela	3	2	3	2
Swiftie	3	2	3	2
Adamant	2	4	2	4
Full Metal	2	4	1	2
Coral	1	1	0	1
Shell	0	1	0	0
Shell	0	1	0	0
Emerald	0	0	0	3
Pearl	0	0	0	3
Lapis	0	0	0	3

Armor	Def. Power			
	Blunt	Slash	Pierce	Magic
Menos	1	2	2	0
Forsenal	2	3	3	0
Granth	3	5	5	0
Mythril	4	6	6	0
Astoria	5	7	7	0
Vizel	7	10	10	1
Ishe	9	12	12	1
Lorimar	11	15	15	1
Altena	14	18	18	2
Maia	4	11	11	2
Orihalcon	5	7	7	1
Oak	0	1	2	0
Holly	1	3	4	0
Baobab	2	5	6	1
Ebony	3	7	9	1
Ash	4	8	11	1
Dior	6	13	16	2
Mistletoe	4	7	10	1
Fossil	6	12	15	2
Marble	1	3	3	0
Obsidian	3	6	7	0
Pedan	6	12	15	0
Tear	10	18	22	1
Leather	1	3	2	0
Croco	3	6	5	0
Dragon	9	18	15	2
Scale	1	2	1	0
Lizard	3	4	2	1
Snake	5	6	3	1
Dragon	18	20	10	5
Bone	2	4	1	0
Ivory	4	9	3	0
Fossil	9	20	8	1
Cotton	1	2	2	0
Silk	3	4	4	1
Hemp	5	7	7	1
Felt	7	9	9	2
Giacobini	3	6	8	0
Halley	4	7	10	0
Ankhe	5	9	12	0
Vinek	5	10	14	0
Tuttle	6	12	16	0
Nemesis	8	15	20	0
Biela	10	18	24	1
Swiftie	11	21	28	1
Adamant	8	33	22	2
Full Metal	7	38	10	1
Coral	3	14	4	0
Shell	2	11	3	0
Shell	1	8	2	0
Emerald	0	0	0	1
Pearl	0	0	0	1
Lapis	0	0	0	1

ROBES



GLOVES



Metals

Woods

Stones

Leathers

Scales

Bones

Cloth

Aerolites

Others

Raw Material Name	Robes			
	Blunt	Slash	Pierce	Magic
Menos Bronze	0	0	0	1
Forsenalron	1	1	1	1
Granz Steel	1	1	1	2
Mythril Silver	2	2	2	3
Astoria Silver	2	2	2	3
Vizel Gold	3	3	3	5
Ishe Platinum	4	4	4	6
Lorimar Iron	5	5	5	7
Altena Alloy	7	7	7	9
Maia Lead	2	4	4	11
Orihalcon	2	2	2	5
Oak Wood	0	0	0	1
Holly Wood	0	1	1	3
Baobab Wood	1	1	2	4
Ebony Wood	1	2	3	6
Ash Wood	2	3	4	7
Dior Wood	3	4	6	11
Mistletoe	2	2	3	6
Petrified Wood	3	4	5	10
Marble	0	1	1	0
Obsidian	1	2	2	1
Pedastone	3	4	5	3
Gaeus' Tears	5	6	8	4
AnimalHide	0	1	0	1
Gator Skin	1	2	1	3
Dragon Skin	4	6	5	11
Fishscale	0	0	0	2
Lizardscale	1	1	0	4
Snakescale	2	2	1	6
Dragonscale	9	7	3	20
AnimalBone	1	1	0	1
Ivory	2	3	1	2
Fossil	4	7	3	6
Cotton	0	0	0	2
Sultan's Silk	1	1	1	4
Hemp	2	2	2	7
JuddHemp	3	3	3	9
Altena Felt	1	2	3	1
Giacobini Aerolite	2	2	3	1
Halley Aerolite	2	3	4	2
Ankhe Aerolite	2	3	5	2
Vinek Aerolite	3	4	6	3
Tuttle Aerolite	4	5	7	3
Nemesis Aerolite	5	6	9	4
Biela Aerolite	5	7	10	5
Swift Aerolite	4	12	8	8
Adamantite	3	14	3	5
Full Metal	1	5	1	2
Coral	1	4	1	1
Carapace	0	3	0	1
Shell	0	0	0	6
Emerald	0	0	0	6
Pearl	0	0	0	6
Lapis Lazuli	0	0	0	6

Gloves	Def. Power			
	Blunt	Slash	Pierce	Magic
Menos	1	0	1	0
Forsenal	1	1	1	0
Granz	2	1	2	0
Mythril	2	2	3	0
Astoria	3	2	3	0
Vizel	4	3	5	1
Ishe	5	4	6	1
Lorimar	6	5	7	1
Altena	8	7	9	2
Maya	2	4	5	2
Orihalcon	3	2	3	1
Oak	0	0	1	0
Holly	1	1	2	0
Baobab	1	1	3	1
Ebony	2	2	4	1
Ash	2	3	5	1
Dior	4	4	8	2
Mistletoe	2	2	5	1
Fossil	3	4	7	2
Marble	0	1	1	0
Obsidian	1	2	3	0
Pedan	3	4	7	0
Tear	5	6	11	1
Leather	0	1	1	0
Croco	1	2	2	0
Dragon	5	6	7	2
Scale	0	0	0	0
Lizard	2	1	1	1
Snake	3	2	1	1
Dragon	10	7	5	5
Bone	1	1	0	0
Ivory	2	3	1	0
Fossil	5	7	4	1
Cotton	0	0	1	0
Silk	2	1	2	1
Hemp	3	2	3	1
Felt	4	3	4	2
Giacobini	1	2	4	0
Halley	2	2	5	0
Ankhe	2	3	6	0
Vinek	3	3	7	0
Tuttle	3	4	8	0
Nemesis	4	5	10	0
Biela	5	6	12	1
Swift	6	7	14	1
Adamant	4	12	11	2
Full Metal	4	14	5	1
Coral	1	5	2	0
Shell	1	4	1	0
Shell	0	3	1	0
Emerald	0	0	0	1
Pearl	0	0	0	1
Lapis	0	0	0	1

RINGS



BOOTS



Metals

Woods

Stones

Leathers

Scales

Bones

Cloth

Aerolites

Others

Raw Material Name

Menos Bronze
Forsenalron
Granz Steel
Mythril Silver
Astoria Silver
Vizel Gold
Ishe Platinum
Lorimar Iron
Altena Alloy
Maia Lead
Orihalcon
Oak Wood
Holly Wood
Baobab Wood
Ebony Wood
Ash Wood
Dior Wood
Mistletoe
Petrified Wood
Marble
Obsidian
Pedastone
Gacus' Tears
AnimalHide
Gator Skin
Dragon Skin
Fishscale
Lizardscale
Snakescale
Dragonscale
AnimalBone
Ivory
Fossil
Topple Cotton
Sultan's Silk
JuddHemp
Altena Felt
Giacobini Aerolite
Halley Aerolite
Ankhe Aerolite
Vinek Aerolite
Tuttle Aerolite
Nemesis Aerolite
Biela Aerolite
Swift Aerolite
Adamantite
Full Metal
Coral
Carapace
Shell
Shell
Emerald
Pearl
Lapis Lazuli

Rings

Def. Power

	Blunt	Slash	Pierce	Magic
Menos	0	0	0	2
Forsenal	0	0	0	3
Granth	0	0	0	5
Mythril	0	0	0	6
Astoria	0	0	0	7
Vizel	0	0	0	10
Ishe	0	0	0	12
Lorimar	0	0	0	15
Altena	1	1	1	18
Maya	0	0	0	22
Orihalcon	0	0	0	10
Oak	0	0	0	3
Holly	0	0	0	6
Baobab	0	0	0	9
Ebony	0	0	0	12
Ash	0	0	0	15
Dior	0	0	1	22
Mistletoe	0	0	0	13
Fossil	0	0	0	21
Marble	0	0	0	1
Obsidian	0	0	0	3
Pedan	0	0	0	6
Tear	0	1	1	9
Leather	0	0	0	3
Croco	0	0	0	7
Dragon	0	1	0	22
Scale	0	0	0	4
Lizard	0	0	0	8
Snake	0	0	0	12
Dragon	1	1	0	40
Bone	0	0	0	2
Ivory	0	0	0	5
Fossil	0	1	0	12
Cotton	0	0	0	4
Silk	0	0	0	9
Hemp	0	0	0	14
Felt	0	0	0	19
Giacobini	0	0	0	3
Halley	0	0	0	3
Ankhe	0	0	0	4
Vinek	0	0	0	5
Tuttle	0	0	1	6
Nemesis	0	0	1	7
Biela	0	1	1	9
Swift	0	1	1	10
Adamant	0	2	1	16
Full Metal	0	2	0	10
Coral	0	0	0	4
Shell	0	0	0	3
Shell	0	0	0	2
Emerald	0	0	0	12
Pearl	0	0	0	12
Lapis	0	0	0	12

Boots

Def. Power

	Blunt	Slash	Pierce	Magic
Menos	0	1	1	0
Forsenal	1	1	1	0
Granth	1	2	2	0
Mythril	2	3	2	0
Astoria	2	3	3	0
Vizel	3	5	4	1
Ishe	4	6	5	1
Lorimar	5	7	6	1
Altena	7	9	8	2
Maya	2	5	4	2
Orihalcon	2	3	3	1
Oak	0	0	0	0
Holly	0	1	1	0
Baobab	1	2	2	1
Ebony	1	3	3	1
Ash	2	4	4	1
Dior	3	6	7	2
Mistletoe	2	3	4	1
Fossil	3	6	6	2
Marble	0	1	1	0
Obsidian	1	3	3	0
Pedan	3	6	6	0
Tear	5	9	9	1
Leather	0	1	1	0
Croco	1	3	2	0
Dragon	4	9	6	2
Scale	0	1	0	0
Lizard	1	2	0	1
Snake	2	3	1	1
Dragon	9	10	4	5
Bone	1	2	0	0
Ivory	2	4	1	0
Fossil	4	10	3	1
Cotton	0	1	0	0
Silk	1	2	2	1
Hemp	2	3	3	1
Felt	3	4	4	2
Giacobini	1	3	3	0
Halley	2	3	4	0
Ankhe	2	4	5	0
Vinek	2	5	6	0
Tuttle	3	6	7	0
Nemesis	4	7	8	0
Biela	5	9	10	1
Swift	5	10	12	1
Adamant	4	16	9	2
Full Metal	3	19	4	1
Coral	1	7	1	0
Shell	1	5	1	0
Shell	0	4	0	0
Emerald	0	0	0	1
Pearl	0	0	0	1
Lapis	0	0	0	1

SANDALS



BODY ARMOR



Metals

Woods

Stones

Leathers

Scales

Bones

Cloth

Aerolites

Others

Raw Material Name	Sandals	Def.	Power		
	Blunt	Slash	Pierce	Magic	
Menos Bronze	0	0	0	0	
Forsenalron	0	0	0	0	
Granz Steel	0	1	0	1	
Mythril Silver	0	1	0	1	
Astoria Silver	0	1	0	1	
Vizel Gold	1	2	1	2	
Ishe Platinum	1	3	1	3	
Lorimar Iron	1	3	1	3	
Altena Alloy	2	4	2	4	
Maia Lead	0	2	1	5	
Orihalcon	0	1	0	2	
Oak Wood	0	0	0	0	
Holly Wood	0	0	0	1	
Baobab Wood	0	1	0	2	
Ebony Wood	0	1	1	3	
Ash Wood	0	2	1	3	
Dior Wood	1	3	2	5	
Mistletoe	0	1	1	3	
Petrified Wood	1	3	1	5	
Marble	0	0	0	0	
Obsidian	0	1	0	0	
Pedastone	1	3	1	1	
Gaeus' Tears	1	4	2	2	
AnimalHide	0	0	0	0	
Gator Skin	0	1	0	1	
Dragon Skin	1	4	1	5	
Fishscale	0	0	0	1	
Lizardscale	0	1	0	2	
Snakescale	0	1	0	3	
Dragonscale	3	5	1	10	
AnimalBone	0	1	0	0	
Ivory	0	2	0	1	
Fossil	1	5	1	3	
Topple Cotton	0	0	0	1	
Sultan's Silk	0	1	0	2	
Hemp	0	1	0	3	
JuddHemp	1	2	1	4	
Altena Felt	0	1	1	0	
Giacobini Aerolite	0	1	1	0	
Halley Aerolite	0	1	1	0	
Ankhe Aerolite	0	2	1	1	
Vinek Aerolite	0	2	1	1	
Tuttle Aerolite	1	3	2	1	
Nemesis Aerolite	1	3	2	1	
Biela Aerolite	1	4	3	2	
Swiftie Aerolite	1	5	3	2	
Adamantite	1	8	2	4	
Full Metal	1	9	1	2	
Coral	0	3	0	1	
Carapace	0	2	0	0	
Shell	0	2	0	0	
Emerald	0	0	0	3	
Pearl	0	0	0	3	
Lapis Lazuli	0	0	0	3	

Body Armor	Def.	Power		
	Blunt	Slash	Pierce	Magic
Menos	4	4	4	0
Forsenal	6	6	6	0
Granz	8	8	8	1
Mythril	10	10	10	1
Astoria	12	12	12	1
Vizel	16	16	16	2
Ishe	20	20	20	3
Lorimar	24	24	24	3
Altena	30	30	30	4
Maya	8	18	18	5
Orihalcon	12	12	12	2
Oak	2	2	3	0
Holly	4	5	7	1
Baobab	6	8	10	2
Ebony	8	11	14	3
Ash	10	14	18	3
Dior	15	21	27	5
Mistletoe	8	12	16	3
Fossil	14	19	25	5
Marble	3	4	6	0
Obsidian	7	9	12	0
Pedan	14	19	24	1
Tear	21	29	36	2
Leather	3	4	4	0
Croco	6	9	8	1
Dragon	19	29	24	5
Scale	3	3	1	1
Lizard	7	6	3	2
Snake	11	9	4	3
Dragon	39	32	16	10
Bone	4	7	2	0
Ivory	8	15	6	1
Fossil	19	32	13	3
Cotton	3	3	3	1
Silk	7	7	7	2
Hemp	11	11	11	3
Felt	15	15	15	4
Giacobini	7	9	13	0
Halley	8	12	16	0
Ankhe	10	14	19	1
Vinek	12	17	22	1
Tuttle	14	19	26	1
Nemesis	18	24	32	1
Biela	21	29	39	2
Swiftie	25	34	45	2
Adamant	18	54	36	4
Full Metal	17	62	17	2
Coral	6	23	6	1
Shell	5	18	5	0
Shell	3	13	3	0
Emerald	0	0	0	3
Pearl	0	0	0	3
Lapis	0	0	0	3

MANTLES



PERDARTS



Metals

Woods

Stones

Leathers

Scales

Bones

Cloth

Tierallites

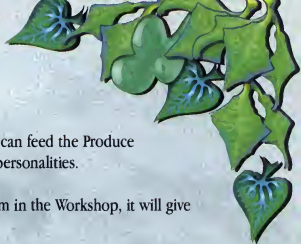
Others

Raw Material Name	
Menos Bronze	
Forsenalron	
Granz Steel	
Mythril Silver	
Astoria Silver	
Vizel Gold	
Ishe Platinum	
Lorimar Iron	
Altena Alloy	
Maia Lead	
Orihalcon	
Oak Wood	
Holly Wood	
Baobab Wood	
Ebony Wood	
Ash Wood	
Dior Wood	
Mistletoe	
Petrified Wood	
Marble	
Obsidian	
Pedastone	
Gaeus' Tears	
AnimalHide	
Gator Skin	
Dragon Skin	
Fishscale	
Lizardscale	
Snakescale	
Dragonscale	
AnimalBone	
Ivory	
Fossil	
Topple Cotton	
Sultan's Silk	
JuddHemp	
Altena Felt	
Giacobini Aerolite	
Halley Aerolite	
Ankhe Aerolite	
Vinek Aerolite	
Tuttle Aerolite	
Nemesis Aerolite	
Biela Aerolite	
Swift Aerolite	
Adamantite	
Full Metal	
Coral	
Carapace	
Shell	
Emerald	
Pearl	
Lapis Lazuli	

Mantles	Blunt	Def.	Power	Slash	Pierce	Magic
Menos	0	0	0	1		
Forsenal	0	0	0	2		
Granzh	1	1	1	3		
Mythril	1	1	1	4		
Astoria	1	1	1	5		
Vizel	2	2	2	7		
Ishe	3	3	3	9		
Lorimar	3	3	3	11		
Altena	4	4	4	14		
Maia	1	2	2	16		
Orihalcon	1	1	1	7		
Oak	0	0	0	2		
Holly	0	0	1	4		
Baobab	0	1	1	6		
Ebony	1	1	2	9		
Ash	1	2	2	11		
Dior	2	3	4	16		
Mistletoe	1	1	2	10		
Fossil	2	3	3	15		
Marble	0	0	0	1		
Obsidian	1	1	1	2		
Pedan	2	3	3	4		
Tear	3	4	5	6		
Leather	0	0	0	2		
Croco	1	1	1	5		
Dragon	3	4	3	16		
Scale	0	0	0	3		
Lizard	1	1	0	6		
Snake	1	1	0	9		
Dragon	6	5	2	30		
Bone	0	1	0	2		
Ivory	1	2	0	4		
Fossil	3	5	2	9		
Cotton	0	0	0	3		
Silk	1	1	1	7		
Hemp	1	1	1	10		
Felt	2	2	2	14		
Giacobini	1	1	2	2		
Halley	1	1	2	2		
Ankhe	1	2	3	3		
Vinek	1	2	3	3		
Tuttle	2	3	4	4		
Nemesis	2	3	5	5		
Biela	3	4	6	6		
Swift	3	5	7	7		
Adamant	2	8	5	12		
Full Metal	2	9	2	7		
Coral	1	3	1	3		
Shell	0	2	0	2		
Shell	0	2	0	1		
Emerald	0	0	0	9		
Pearl	0	0	0	9		
Lapis	0	0	0	9		

Pendants	Blunt	Def.	Power	Slash	Pierce	Magic
Menos	0	0	0	3		
Forsenal	0	0	0	5		
Granzh	0	0	0	7		
Mythril	0	0	0	9		
Astoria	0	0	0	11		
Vizel	0	0	0	15		
Ishe	0	0	0	18		
Lorimar	0	0	0	22		
Altena	0	0	0	28		
Maia	0	0	0	33		
Orihalcon	0	0	0	15		
Oak	0	0	0	4		
Holly	0	0	0	9		
Baobab	0	0	0	13		
Ebony	0	0	0	18		
Ash	0	0	0	22		
Dior	0	0	0	33		
Mistletoe	0	0	0	20		
Fossil	0	0	0	31		
Marble	0	0	0	2		
Obsidian	0	0	0	4		
Pedan	0	0	0	9		
Tear	0	0	0	13		
Leather	0	0	0	5		
Croco	0	0	0	11		
Dragon	0	0	0	33		
Scale	0	0	0	6		
Lizard	0	0	0	12		
Snake	0	0	0	18		
Dragon	0	0	0	60		
Bone	0	0	0	4		
Ivory	0	0	0	8		
Fossil	0	0	0	18		
Cotton	0	0	0	6		
Silk	0	0	0	14		
Hemp	0	0	0	21		
Felt	0	0	0	29		
Giacobini	0	0	0	4		
Halley	0	0	0	5		
Ankhe	0	0	0	6		
Vinek	0	0	0	7		
Tuttle	0	0	0	9		
Nemesis	0	0	0	11		
Biela	0	0	0	13		
Swift	0	0	0	15		
Adamant	0	0	0	25		
Full Metal	0	0	0	15		
Coral	0	0	0	6		
Shell	0	0	0	4		
Shell	0	0	0	3		
Emerald	0	0	0	18		
Pearl	0	0	0	18		
Lapis	0	0	0	18		

PRODUCE



You'll run across certain items in the game called "Produce." You can feed the Produce to your Pet Monsters to help create or change their abilities and personalities.

You can also use Produce to paint Golems. When creating a Golem in the Workshop, it will give you the option to use a Produce item to paint your Golem.

The following lists summarize all the Produce in the game, plus it includes its effects on your Pet Monsters.

The effects are as follows:

ABILITIES

Abbrev.	What It Means
Pwr	Power
Skl	Skills
Def	Defense
Mgc	Magic
HP	Hit Points
Spr	Spirit
Chm	Charm
Lck	Luck

PERSONALITIES

Abbrev.	Description
Agr	Aggressive
Arr	Arrogant
Clm	Calm
Ind	Indecisive
Sch	Scheming
Laz	Lazy
Frd	Friendly
Lon	Lonely

"+" = Increases

"-" = Decreases

Applesocks



An apple that looks like a Christmas stocking.

Pwr:	Skl:	Def:	Mgc:	HP:	Spr:	Chm:	Lck:
	+					+	

Agr:	Arr:	Clm:	Ind:	Sch:	Laz:	Frd:	Lon:
		+	+				

Family: Red

Apricat



An apricot with whiskers and ears that makes it look like a cat.

Pwr:	Skl:	Def:	Mgc:	HP:	Spr:	Chm:	Lck:
		+					

Agr:	Arr:	Clm:	Ind:	Sch:	Laz:	Frd:	Lon:
		+					

Family: Red

Bellgrapes



The grape is covered with a tough skin. When shaken, it sounds like a bell.

Pwr:	Skl:	Def:	Mgc:	HP:	Spr:	Chm:	Lck:
			+		+		

Agr:	Arr:	Clm:	Ind:	Sch:	Laz:	Frd:	Lon:
				+		-	

Family: Purple

Boarmelon



A watermelon that has stripes and tusks like a young boar.

Pwr:	Skl:	Def:	Mgc:	HP:	Spr:	Chm:	Lck:
+	+				+	-	

Agr:	Arr:	Clm:	Ind:	Sch:	Laz:	Frd:	Lon:
							+

Family: Green

Bumpkin



A pumpkin with a scary face. There are some with sad faces, too.

Pwr:	Skl:	Def:	Mgc:	HP:	Spr:	Chm:	Lck:
+					+		

Agr:	Arr:	Clm:	Ind:	Sch:	Laz:	Frd:	Lon:
+	+			+	+		

Family: Orange

Cabbadillo



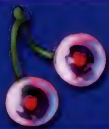
A cabbage that looks like a friendly armadillo.

Pwr:	Skl:	Def:	Mgc:	HP:	Spr:	Chm:	Lck:
		+			+	-	

Agr:	Arr:	Clm:	Ind:	Sch:	Laz:	Frd:	Lon:
						+	+

Family: Green

Cherry Bombs



Family: Purple

Cherries with clear, glass-like flesh around the seed.

Pwr.	Skd.	Def.	Mgc.	HP.	Spr.	Chm.	Lck.
				+			
Ag.	Arr.	Clim.	Ind.	Sch.	Laz.	Frd.	Lon.
						+	

Citrusquid



Family: Yellow

A lemon with a sharp top and tentacle-like projections.

Pwr.	Skd.	Def.	Mgc.	HP.	Spr.	Chm.	Lck.
			+				
Ag.	Arr.	Clim.	Ind.	Sch.	Laz.	Frd.	Lon.
			+				

Conchurnip



Family: White

A turnip shaped like a conch shell.

Pwr.	Skd.	Def.	Mgc.	HP.	Spr.	Chm.	Lck.
+		+	—				
Ag.	Arr.	Clim.	Ind.	Sch.	Laz.	Frd.	Lon.
+	+						

Cornflower



Family: Yellow

Is it a sunflower with corn kernels, or corn that looks like a sunflower?

Pwr.	Skd.	Def.	Mgc.	HP.	Spr.	Chm.	Lck.
			+			+	
Ag.	Arr.	Clim.	Ind.	Sch.	Laz.	Frd.	Lon.
+		—					

Dialaurel



Family: Green

An herb that was named "Diamond" after its leaves' shape.

Pwr.	Skd.	Def.	Mgc.	HP.	Spr.	Chm.	Lck.
+							+
Ag.	Arr.	Clim.	Ind.	Sch.	Laz.	Frd.	Lon.
+		—					

Diceberry



Family: Red

The ones with seeds placed like an actual dice are very rare.

Pwr.	Skd.	Def.	Mgc.	HP.	Spr.	Chm.	Lck.
+							+
Ag.	Arr.	Clim.	Ind.	Sch.	Laz.	Frd.	Lon.
+		—					

Fishy Fruit



Family: Yellow

It has fin-like bumps that make it look like a fish.

Pwr.	Skd.	Def.	Mgc.	HP.	Spr.	Chm.	Lck.
	+		+	—		+	
Ag.	Arr.	Clim.	Ind.	Sch.	Laz.	Frd.	Lon.
				—			

Garlicrown



Family: White

A crown-shaped garlic clove that might make you feel like royalty.

Pwr.	Skd.	Def.	Mgc.	HP.	Spr.	Chm.	Lck.
						+	
Ag.	Arr.	Clim.	Ind.	Sch.	Laz.	Frd.	Lon.
		—					

Gold Clover



Family: Blue

You will be really lucky if you find one with four leaves!

Pwr.	Skd.	Def.	Mgc.	HP.	Spr.	Chm.	Lck.
	+						+
Ag.	Arr.	Clim.	Ind.	Sch.	Laz.	Frd.	Lon.
				—		+	

Heart Mint



Family: Blue

This species of mint grows heart-shaped leaves.

Pwr.	Skd.	Def.	Mgc.	HP.	Spr.	Chm.	Lck.
						+	
Ag.	Arr.	Clim.	Ind.	Sch.	Laz.	Frd.	Lon.
						—	

Honey Onion



Family: Orange

An onion with honey stuffed inside.

Pwr.	Skd.	Def.	Mgc.	HP.	Spr.	Chm.	Lck.
—	+			+	+		
Agr.	Arr.	Cln.	Ind.	Sch.	Laz.	Frd.	Lon.
			+				

Loquat-Shoes



Family: Orange

It has a hole that is big enough to fit a baby's foot.

Pwr.	Skd.	Def.	Mgc.	HP.	Spr.	Chm.	Lck.
	+			—		+	
Agr.	Arr.	Cln.	Ind.	Sch.	Laz.	Frd.	Lon.
				+	+		

Masked Potato



Family: White

A potato with colorful designs on it, making it look like a mask.

Pwr.	Skd.	Def.	Mgc.	HP.	Spr.	Chm.	Lck.
		+		+	+		—
Agr.	Arr.	Cln.	Ind.	Sch.	Laz.	Frd.	Lon.
						—	

Reedlelettuce



Family: Green

A lettuce with leaves shaped like porcupine needles. It's edible.

Pwr.	Skd.	Def.	Mgc.	HP.	Spr.	Chm.	Lck.
		+				+	
Agr.	Arr.	Cln.	Ind.	Sch.	Laz.	Frd.	Lon.
—		+					

Peach Puppy



Family: Red

A peach with a dog-like face, and ear-like flaps.

Pwr.	Skd.	Def.	Mgc.	HP.	Spr.	Chm.	Lck.
+	+						
Agr.	Arr.	Cln.	Ind.	Sch.	Laz.	Frd.	Lon.
				—		+	

Lillipods



Family: Purple

This lilly has peas inside it!

Pwr.	Skd.	Def.	Mgc.	HP.	Spr.	Chm.	Lck.
	+		—	+			
Agr.	Arr.	Cln.	Ind.	Sch.	Laz.	Frd.	Lon.
			+			+	+

Mangolephant



Family: White

A mango that even has a pair of tusk-like knobs.

Pwr.	Skd.	Def.	Mgc.	HP.	Spr.	Chm.	Lck.
+				+			
Agr.	Arr.	Cln.	Ind.	Sch.	Laz.	Frd.	Lon.
+	+						

Mush-in-a-Box



Family: Black

The insides pop out when touched. Its taste could be surprising, too.

Pwr.	Skd.	Def.	Mgc.	HP.	Spr.	Chm.	Lck.
							+
Agr.	Arr.	Cln.	Ind.	Sch.	Laz.	Frd.	Lon.

Orangeopus



Family: Orange

An orange with tentacle-like projections.

Pwr.	Skd.	Def.	Mgc.	HP.	Spr.	Chm.	Lck.
		+		+			
Agr.	Arr.	Cln.	Ind.	Sch.	Laz.	Frd.	Lon.
				+	+		

Pear O'Heels



Family: White

A pear shaped like a high-heeled shoe.

Pwr.	Skd.	Def.	Mgc.	HP.	Spr.	Chm.	Lck.
+		+			—	+	
Agr.	Arr.	Cln.	Ind.	Sch.	Laz.	Frd.	Lon.
	+						

Pine O'Clock



Family: Blue

A very functional pineapple that works as an alarm clock.

Pwr:	Skl:	Def:	Mgc:	HP:	Spr:	Chm:	Lck:
+	+	+	+	+	+	+	+
Agr:	Arr:	Clm:	Ind:	Sch:	Laz:	Frd:	Lon:
	+						

Rhinoloupe



Family: Blue

The skin is very tough and thick.

Pwr:	Skl:	Def:	Mgc:	HP:	Spr:	Chm:	Lck:
+			-	+	+		
Agr:	Arr:	Clm:	Ind:	Sch:	Laz:	Frd:	Lon:
		-					

Rocket Papaya



Family: Orange

A papaya with projections like a rocket.

Pwr:	Skl:	Def:	Mgc:	HP:	Spr:	Chm:	Lck:
			+				
Agr:	Arr:	Clm:	Ind:	Sch:	Laz:	Frd:	Lon:
-		+					

Spade Basil



Family: Blue

An herb with slightly bitter flavor to it.

Pwr:	Skl:	Def:	Mgc:	HP:	Spr:	Chm:	Lck:
					+		
Agr:	Arr:	Clm:	Ind:	Sch:	Laz:	Frd:	Lon:
							-

Spiny Carrot



Family: Orange

A carrot with knobs like those on spiny shells.

Pwr:	Skl:	Def:	Mgc:	HP:	Spr:	Chm:	Lck:
	-		+		+		
Agr:	Arr:	Clm:	Ind:	Sch:	Laz:	Frd:	Lon:
		+	+				

Springanana



Family: Yellow

A coily banana that is rather hard to eat.

Pwr:	Skl:	Def:	Mgc:	HP:	Spr:	Chm:	Lck:
			+				
Agr:	Arr:	Clm:	Ind:	Sch:	Laz:	Frd:	Lon:
			-				

Squalphin



Family: Green

A squash that is shaped like a dolphin.

Pwr:	Skl:	Def:	Mgc:	HP:	Spr:	Chm:	Lck:
-			+				+
Agr:	Arr:	Clm:	Ind:	Sch:	Laz:	Frd:	Lon:
						+	+

Sweet Moai



Family: Purple

A sweet potato shaped like a Moai. It's pretty tasty, actually.

Pwr:	Skl:	Def:	Mgc:	HP:	Spr:	Chm:	Lck:
	-	+	+				+
Agr:	Arr:	Clm:	Ind:	Sch:	Laz:	Frd:	Lon:
					+		

Toadstoolshed



Family: Black

A mushroom shaped like a house. Those with two chimneys are rare!

Pwr:	Skl:	Def:	Mgc:	HP:	Spr:	Chm:	Lck:
+	+	+	+	+	+	+	+
Agr:	Arr:	Clm:	Ind:	Sch:	Laz:	Frd:	Lon:

Whalamato

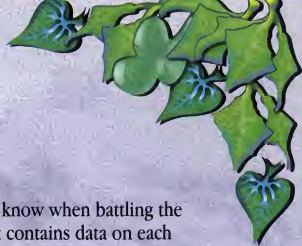


Family: Red

A whale-shaped tomato with a stem that looks like a water spout.

Pwr:	Skl:	Def:	Mgc:	HP:	Spr:	Chm:	Lck:
		-	+	+		+	
Agr:	Arr:	Clm:	Ind:	Sch:	Laz:	Frd:	Lon:
-							

BESTIARY




This bestiary covers all the information you need to know when battling the creatures you'll encounter during your adventure. It contains data on each monster's type of attacks, the items they drop, and their stats.

The following table explains the breakdown of the information:

Enemy's Name

The types of attacks the enemy uses.

Items received from the enemy as spoils of the battle. The number before the item's name indicates the order of priority in which you will receive them.

Äkravator	Attacks	Items
	Glider Attack	N/A
	Tail (Poison)	N/A
	Head-butt	N/A
	Wing Attack	N/A
	Dragon Breath	N/A
	Flap	N/A
	Dragonese Magic	N/A
Class: Boss	Lgt: — — — — —	Fir: — Ear: X Air: O Wtr: —

Lands:
Luon Highway

The Äkravator is one of the sentient dragons. After leaning forward and letting its wings flutter, it uses its Dragon Breath deathblow. Make a well-timed dodge by using your invulnerable state from magic. When it's flying, its wind-up motions count as a guarding status for it.

Elements that strengthen or weaken the enemy. These factors influence the enemy's level when it appears and so forth. The symbols given are:
O Strengthening element
X Weakening element
— Unrelated element

A simple description of the enemy.

MANA ABBREVIATIONS

The abbreviations for the Mana are as follows:

Abbrev.	What It Means	Mana Name	Description
Lgt	Light	Wisp	The Spirit of Light, who lights up the world.
Drk	Darkness	Shade	The Spirit of Darkness, who engulfs all in shadow.
Lif	Life	Dryad	The Spirit of Life, who is the root of all living.
Gld	Gold	Aura	The Spirit of Gold, master of all things material.
Fir	Fire	Salamander	The Spirit of Fire, bringer of flame.
Ear	Earth	Gnome	The Spirit of Earth, protector of nature.
Air	Air	Jinn	The Spirit of Air, traveller of the sky.
Wtr	Water	Undine	The Spirit of Water, provider of moisture.



Akravator

Class: Boss

Attacks

Glider Attack	N/A
Tail (Poison)	N/A
Head-butt	N/A
Wing Attack	N/A
Dragon Breath	N/A
Flare	N/A
Dragonese Magic	N/A


Items

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
—	—	—	—	—	X	O	—

BOSS

Lands:
Luon Highway

The Akravator is one of the sentient dragons. After leaning forward and letting its wings flutter, it uses its Dragon Breath deathblow. Make a well-timed dodge by using your invulnerable state from magic. When it's flying, its wind-up motions count as a guarding status for it.



Ape Mummy

Class: Undead

Attacks

Bite (1)	1. Gem x 12
Bite (2)	2. Gem x 13
Catch (1)	3. Rotten Meat
Catch (2)	4. Spiral Claw
Punch (1)	5. Grave Dirt
Punch (2)	6. Zombie Claw
Body Slam	7. Ludd Helm
	8. Skulldesect

Items

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
X	—	—	—	X	O	—	—

Lands:
The Underworld
The Mindas Ruins
Bejeweled City

The mummy of a ferocious great ape. When it sees people, it launches swift attacks with its gigantic body.



Axebeak

Class: Boss

Attacks

Beak	N/A
Kick (1)	N/A
Kick (2)	N/A
Sand Breath	N/A
Boomerang	N/A


Items

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
—	—	—	—	—	—	—	—

BOSS

Lands:
Duma Desert

A monster bird with a tremendous beak. Since the Axebeaks always appear in pairs, they can be tough if you're caught in a pincer attack from the sides. Defeat one with a series of attacks, then force a one-on-one battle. After you've reduced the pair down to one bird, you should be okay so long as you watch out for its Boomerang flying-weapon attack.



Basilisk

Class: Reptile

Attacks

Kick	1. Gem x 9
Brawl Kick	2. Gem x 9
Somersault Kick	3. Lizard Meat
Petrify Beam	4. Lizard Scales
Hiv Attack	5. Lizard Scales
Poison Breath	6. Lizard Scales
	7. Lizard Scales
	8. Lizard Scales

Items

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
—	—	—	—	—	X	O	O

Lands:
Junkyard
Tower of Leires
Mana Sanctuary

A lizard with atrophied forelegs. Besides using Petrify Beam, it also has a variety of leg-technique attacks.



Beholder

Class: Oddity

Attacks

Gaze (Attack Gauge: Zero)	1. Gem x 9 + Luc x 1
Gaze (Confusion)	2. Odd Meat
Gaze (Sleep)	3. Silly Eye
Gaze (Petrify)	4. Dangerous Eye
	5. Angry Eye
	6. Blank Eye
	7. Green Eye
	8. Wicked Eye

Items

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
—	—	X	O	O	—	—	X

Lands:
Lake Kilma
Bejeweled City

A monster that's nothing but an eyeball. Its four types of Gazes cause various status changes.



Big Baby

Class: Aquatic

Attacks

Bloodsuck Bite	1. Gem x 8 + Luc x 2
Acid (1)	2. Gem x 8 + Luc x 4
Acid (2)	3. Fish Meat
Punch	4. Acid
Stamp	5. Acid
Play Ball	6. Acid
	7. Acid
	8. Acid

Items

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
—	—	—	—	—	—	X	O

Lands:
Madora Beach

A giant sea beast. The Acid attacks it often uses cause a Poison status change.

Bloodsucker



Class: Flerial

Attacks

Bite
Bloodsuck Bite
Tail (1)
Tail (2)
Slam
Ultrasound
Breath

Items

1. Gem x 5
2. Round Seed
3. Bird Meat
4. Vampire Fang
5. Blackened Bat
6. Blackened Bat
7. Blackened Bat
8. Blackened Bat

Lgt: Drk: Lif: Gld: Fir: Ear: Air: Wtr:
X O — — — X O —

Lands:

Mekiv Caverns
Tower of Leires

A large, gloom-loving bat. It's tough to hit since it's always floating in midair.

Boreal Hound



Class: Boss

Attacks

Wing Breath
One-Paw Scratch
Bite
Tail
Deathblow Scratch
Shock (Paralysis)
Multi-Scratch

Items

N/A
N/A
N/A
N/A
N/A
N/A
N/A

Lgt: Drk: Lif: Gld: Fir: Ear: Air: Wtr:
— — — — — X O —

Lands:

Lake Kilma

A wolf also known as Fenrir. After charging its body with electric current, it attacks with either Slam, which has an unusually wide effect range, or by firing electricity out in front of itself with Shock. Either attack is difficult to evade if you don't make use of your invulnerable status, such as when casting magic.

Chess Knight



Class: Poltergeist

Attacks

Ground-Run Beam
Head-butt
Charge
Healing Claw
Ivory
Giant's Horn
Giant's Horn
Adamantite

Items

1. Luc x 5
2. Gem x 1 + Luc x 5
3. Gem x 1 + Luc x 5
4. Healing Claw
5. Ivory
6. Giant's Horn
7. Giant's Horn
8. Adamantite

Lgt: Drk: Lif: Gld: Fir: Ear: Air: Wtr:
X O — — — X O —

Lands:

The Mindas Ruins
Junkyard
Tower of Leires
The Flames

The Chess Knight is a chess piece come to life. It is noted for frequently using its long-range Ground-Run Beam. It drops Adamantite, which is highly valued for making weapons.

Chimera Beast



Class: Demon

Attacks

Evil Wave
Evil Prison
Aura Doom
Petrify Beam
Stamp
Obsidian
Pecan Stone
Gaeus' Tears

Items

1. Luc x 6 + Luc x 3
2. Gem x 6 + Luc x 4
3. Demon Meat
4. Demon Meat
5. Marble
6. Obsidian
7. Pecan Stone
8. Gaeus' Tears

Lgt: Drk: Lif: Gld: Fir: Ear: Air: Wtr:
O X — — — — X O

Lands:

The Underworld

A hideous major demon. Its Magic level is high and it casts various high-level spells.

Chimera Lord



Class: Boss

Attacks

Evil Wave
Evil Prison
Aura Doom
Petrify Beam
Stamp
Platinum Needle
Breath

Items

N/A
N/A
N/A
N/A
N/A
N/A
N/A

Lgt: Drk: Lif: Gld: Fir: Ear: Air: Wtr:
— — — — — — —

Lands:

White Forest

A ferocious demon unearthed by excavators in the White Forest. It uses the same attacks as the Chimera Beast, but this demon's max HP level is exceptionally high. It uses magic (frequently becoming invulnerable), so time your use of deathblow attacks carefully.

Chobin Hood



Class: Demi-human

Attacks

Glove Throw
Poison Arrow
Bow (1)
Bow (2)
Bow (3)
Archenon
Sidewinder
Waverrick
Sacred Bow

Items

1. Gem x 15 + Luc x 5
2. Gem x 15 + Luc x 5
3. Elder Bow (1)
4. Elder Bow (2)
5. Archenon
6. Sidewinder
7. Waverrick
8. Sacred Bow

Lgt: Drk: Lif: Gld: Fir: Ear: Air: Wtr:
— — O X — — —

Lands:

Luon Highway
Lake Kilma
Bejeweled City

A mouse-type pet monster that dwells primarily in the Poron Chobin Caves. Since it attacks using a bow and arrow, you can't let down your guard even if the monster's positioned some distance away.

BOSS

BOSS

Chocobo



Class: Aerial

Attacks

Kick
Beak
Brawl Kick
Petri-beak

Items

1. Gem x 6 + Luc x 1
2. Choco-bite
3. Bird Meat
4. Flaming Quill
5. Flaming Quill
6. Flaming Quill
7. Flaming Quill
8. Flaming Quill

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
O	X	—	—	—	X	O	—

Lands:

Luon Highway
Duma Desert
Madara Beach
Mana Sanctuary

A black-feathered variety of chocobo. The attacks it makes with its strong legs are powerful.

Cockatrice



Class: Aerial

Attacks

Kick
Beak (1)
Beak (2)
Petri-beak
Poison Bite

Items

1. Gem x 6 + Luc x 1
2. Gem x 7 + Luc x 1
3. Bird Meat
4. Flaming Quill
5. Flaming Quill
6. Flaming Quill
7. Flaming Quill
8. Flaming Quill

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
—	—	O	X	X	O	—	—

Lands:

Jungle
Duma Desert
Lucemia

A bird-monster with a snake for a tail. Watch out for the Petri-beak attack it sometimes uses.

Count Doyula



Class: Boss

Attacks

Spin Attack
Dark Nemesis
Dark Force
Dash Thrust
Thrust
Bottom Sear
Black Shamshir

Items

N/A
N/A
N/A
N/A
N/A
N/A
N/A

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
—	—	—	—	—	—	—	—

Lands:

The Mindas Ruins

Leader of the Succubi. Now and then she will cast magic while frequently using her highly powerful Thrust attack. All her deathblow attacks cover a wide area of effect, so when you see her wind-up motions (when she goes invulnerable), get some distance from her right away or you'll be in trouble.

BOSS

Cursed Doll



Class: Poltergeist

Attacks

Spin Attack
Bite (1)
Bite (2)
Jumping Hammer
Slam (1)
Slam (2)
Hammer

Items

1. Luc x 3
2. Round Seed
3. Holly Wood
4. Biobab Wood
5. Doomhammer (1)
6. Doomhammer (2)
7. Judge's Gavel
8. Thor's Hammer

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
X	O	—	—	—	—	—	—

Lands:

The Underworld
Junkyard
The Flames

A doll imbued with pseudo-life by the power of magic. In addition to attacking with the hammer in its hand, it makes frequent use of the Stunning Spin Attack.

Dainslaif



Class: Poltergeist

Attacks

Sword
Sword Helmet-Splitter
Hammer
Spear

Items

1. Luc x 6
2. Gem x 1 + Luc x 6
3. Throatlitter
4. Braveblade
5. Orihalcon
6. Deathstroke
7. Crimson Glare
8. Muramasa Blade

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
X	O	X	O	—	—	—	—

Lands:

Tower of Leires
Bone Fortress
The Flames

An evil saber that wanders about seeking combat. Besides changing into various weapons and attacking, it often guards against your attacks.

Dark Stalker



Class: Demonic

Attacks

Cursed Sword (1)
Cursed Sword (2)
Cursed Sword (3)
Cursed Sword (7) (boss)

Items

1. Gem x 9
2. Gem x 10
3. Demon Meat
4. Levantine
5. Dragonsbane
6. Durandal
7. Doombringer
8. Raenarok

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
X	O	—	—	—	—	—	—

Lands:

The Underworld
Tower of Leires
Bejeweled City

A demonic knight entirely covered in orihalcon. It drops powerful one-handed swords as treasure.

Deathbringer



Class: Boss

Attacks

Earth Hammer	N/A
Energy Bullet	N/A
Emerald Vine	N/A
Aura Drive	N/A
Bone Strike	N/A
Dimension Slash	N/A
Splash Pearl	N/A
Protuding Pin	N/A

Items

N/A
N/A
N/A
N/A
N/A
N/A
N/A
N/A

BOSS

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
X	O	—	—	—	—	X	O

Lands:

Bone Fortress

An immortal emperor who wanders about, seeking his own death. His various spells, from Earth Hammer on down, are all highly powerful. It's possible for him to wipe out the entire party in one attack, so you should always keep pounding away with your attacks so you don't let him use any magic.

Deathbringer II



Class: Boss

Attacks

Puppet String	N/A
Energy Bullet	N/A
Aura Drive	N/A
Halo (Darkness)	N/A
Halo (Metal)	N/A
Halo (Earth)	N/A
Halo (Wind)	N/A
Splash Pearl	N/A

Items

N/A
N/A
N/A
N/A
N/A
N/A
N/A
N/A

BOSS

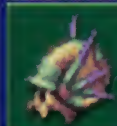
Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
—	—	O	X	X	O	—	—

Lands:

Bone Fortress

The Deathbringer made even more powerful by absorbing Jajara's remains. Aura Drive's area of effect is wider than it looks, so don't get caught in it. You have a high chance of dodging Puppet String and Energy Bullet by moving to either side of the screen.

Denden



Class: Morph

Attacks

Note Scatter	1. Gem x 6
Somersault Kick	2. Gem x 6 + Luc x 1
Charge (1)	3. Odd Meat
Charge (2)	4. Shell
Charge (3)	5. Shell
Mucus (1)	6. Shell
Mucus (2)	7. Shell
Mucus (3)	8. Shell

Items

1. Gem x 6
2. Gem x 6 + Luc x 1
3. Odd Meat
4. Shell
5. Shell
6. Shell
7. Shell
8. Shell

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
—	—	O	X	—	—	—	—

Lands:

Luon Highway
The White Forest
Bejeweled City

A snail with wings growing out of its shell. Once in a while, it will guard against your attacks.

Du'Cate



Class: Boss

Attacks

Kick	N/A
Fruit Throw	N/A
Seed Breath	N/A
Punch	N/A
Hip Attack	N/A

Items

N/A
N/A
N/A
N/A
N/A

BOSS

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
—	—	O	X	—	—	—	—

Lands:

Jungle

King of the Apes. Since it's always hanging from a tree branch, attacks that hit low often won't connect. For Du'Cate's Hip Attack, even if you avoid the attack itself, it goes on with fruit raining down over a wide area, so the safe option is to go invulnerable and dodge.

Du'Inke



Class: Boss

Attacks

Axe Throw	N/A
Axe Swing	N/A
Axe Swing (Stun)	N/A
Kick	N/A
Iceicle Drop	N/A
Fire Breath	N/A

Items

N/A
N/A
N/A
N/A
N/A
N/A

BOSS

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
X	O	—	—	—	—	—	—

Lands:

Mekiv Caverns

A violent great ape lurking in the depths of the Mekiv Caverns. Its deathblows are all attacks that reach out in front of it, so get behind it as soon as you see the wind-up motions. However, be very careful of Du'Inke's Kick attack, which can connect even if you're behind it.

Du'Mere



Class: Boss

Attacks

Kick	N/A
Charge	N/A
Punch	N/A
Magic	N/A
Magic (Freeze)	N/A

Items

N/A
N/A
N/A
N/A
N/A

BOSS

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
—	—	—	—	—	—	X	O

Lands:

Fieg Snowfields

Compared to other Bosses, it has a low chance of performing a deathblow, so only rarely will the battle drag out. All of Du'Mere's Magic attacks are aimed in front of it, so you'll be safe if you move behind it.

BOSS

Fierce Face



Class: Demonic

Lands:
Duma Desert
The Flame

Attacks

Bite	1. Gem x 6 + Luc x 1
Nova Dive	2. Gem x 6 + Luc x 2
Fire Cocktail	3. Demon Meat
Fire Breath	4. Pegasus Helm
Fire Vise	5. Bloody Mask
Blaze Launcher	6. Milane Crown
Laser Beam	7. Jesters Can
	8. Heros Crown

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
—	—	—	—	O	—	—	X

The head of a demon. Almost all the attacks it uses employ the flame surrounding it.

Fullmetal Haggar



Class: Boss

Lands:
Madora Beach

Attacks

Eyebeam	N/A
One-eye Beam	N/A
Froth	N/A
Slam	N/A
Dive Attack	N/A
Claw	N/A
Bubble Breath	N/A

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
O	X	—	—	—	—	X	O

A giant crab covered by a hard, solid shell. When its remaining HP drop below half its maximum, it loses one eye and its Eyebeam deathblow becomes One-eye Beam. Also, it commits its Dive Attack right after that one eye is destroyed, so watch out.

Garuda



Class: Aerial

Lands:
Luon Highway
Mana Sanctuary

Attacks

Wing Breath	1. Gem x 12 + Luc x 2
Beak	2. Gem x 13
Glider Attack	3. Bird Meat
Shuttlecock	4. Raven Feather
Carnture	5. Angel Feather
	6. Angel Feather
	7. Ruby Band
	8. Phoenix Robe

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
O	X	—	—	—	X	O	—

A great eagle named Garuda (Lord of the Birds). It makes frequent use of its Shuttlecock flying weapon.

Giga Rex



Class: Boss

Lands:
Luon Highway

Attacks

Bite	N/A
Tail (1)	N/A
Tail (2)	N/A
Smash	N/A
Punch (1)	N/A
Punch (2)	N/A

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
—	—	—	—	X	—	—	—

A dinosaur with strong survivability. Since it can't become invulnerable, if you use deathblow abilities from a short distance, you're sure to hit it. Also, even if you apply ordinary attacks, there are times when it won't bend over backward, so you should attack with stronger abilities to ensure its demise.

Gloomoth



Class: Arthropod

Lands:
Jungle
Bone Fortress
The Flames

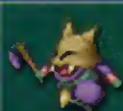
Attacks

Petit Eyebeam	1. Gem x 6
Scales (Confusion)	2. Gem x 6 + Luc x 1
Scales (Paralysis)	3. Bug Meat
	4. Sleepy Eye
	5. Butterfly Wing
	6. Paralysis Powder
	7. Sleep Powder
	8. Sleep Powder

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
—	—	—	—	O	X	—	X

Adult form of the Silkspitter. Be careful of its long-range Petit Eyebeam.

Goblin



Class: Demi-Human

Lands:
Mekdy Caverns
The White Forest
The Flames

Attacks

Axe (1)	1. Gem x 15 + Luc x 5
Axe (2)	2. Gem x 15 + Luc x 5
Axe (3)	3. Black Elk
Axe Throw (1)	4. Earthshitter
	5. Silver Crane
	6. Snow Deer
	7. Lanesax
	8. Sweet Revenge

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
X	O	X	X	—	—	—	—

A half-beast, half-human monster skilled in axemanship. Like all monsters in the Demi-human class, it drops a large amount of gems.

Gorgon's Eye



Class: Boss

Attacks

Bowing Attack
Spin Attack
Ring Beam
Hypno-Gaze
Petri-Gaze
Glare
1000 Needles
Paralysis Stare

Items

N/A
N/A
N/A
N/A
N/A
N/A
N/A
N/A

BOSS

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
O	X	—	—	—	—	X	O

Lands:

Lake Kilma

The lord of Lake Kilma. It often teleports (vanishes completely off the screen), so it's difficult to damage with a rapid-fire attack. There's a high chance the Gorgon's Eye will use its Petri-Gaze after teleporting, so don't stand in front of it.

Gova



Class: Boss

Attacks

HP Drain
Musical Instrument
Zoom Punch
Double Lariat
Balloon Bomb
Lick (Paralysis)

Items

N/A
N/A
N/A
N/A
N/A
N/A

BOSS

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
X	O	—	—	—	X	O	—

Lands:

SS Buccancer

An ancient genie trapped in a bottle. As it floats around, making quick attacks on it is rather tricky. You should fight it by making proper use of quick attacks and magic. You can counterattack the Double Lariat it uses with moves like Counter.

Gray Ox



Class: Beast

Attacks

Head-Butt (Stun-1)
Head-Butt (Stun-2)
Head-Butt (Stun-3)
Lick
Lick (Sleer)
Tramole

Items

1. Gem x 6 + Luc x 1
2. Gem x 7 + Luc x 1
3. Animal Bone
4. Animal Leather
5. Giant's Horn
6. Giant's Horn
7. Giant's Horn
8. Giant's Horn

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
—	—	X	O	—	—	X	O

Lands:

Gatō Grottoes
Lake Kilma

A large bull with gigantic horns. It has a high max HP, so battles with it will often stretch out.

Gremlin



Class: Boss

Attacks

Mini Bubbles
Spear Thrust
Multi-Spear Thrust

Items

N/A
N/A
N/A

BOSS

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
—	—	—	—	—	—	—	—

Lands:

Junkyard

A small demon that lives in the Junkyard. It has a high max HP level, but it doesn't use magic or deathblow attacks, so it's easy to defeat. Mini-Bubbles will cause damage to all targets in the attack trajectory, but only the first target hit will get shrunk.

Hegs Ant



Class: Boss

Attacks

Axe Urswing
Axe Sideswing
Light Sphere
Shockwave
Bug Breath

Items

N/A
N/A
N/A
N/A
N/A

BOSS

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
—	—	O	X	—	X	O	—

Lands:

The White Forest

The same type of monster as the Mantis Ant. It unleashes its Light Sphere deathblow after turning invulnerable and stopping still at low altitude. Make use of your invulnerable state when you use magic and such, and dodge well clear. Sometimes it will call in Stinger Bugs as allies.

Hitodama



Class: Boss

Attacks

Trident
Beam (1)
Beam (2)
Ripple (Lower-Left Face)
Ripple (Lower-Right Face)

Items

N/A
N/A
N/A
N/A
N/A

BOSS


Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
—	—	—	—	—	—	—	—

Lands:


Junkyard

A disembodied soul that controls the Shadoles. It vanishes (turns invulnerable) when it attacks, so the battle can easily drag on for a while. When Hitodama vanishes or goes invulnerable, move to the left edge of the screen. There you'll be able to dodge all of its attacks.

Hoppin' Tick	Attacks	Items
	Bloodsuck Bite	1. Gem x 5
	Slam (1)	2. Gem x 5 + Luc x 1
	Slam (2)	3. Bug Meat
	Drorkick	4. Angry Eye
		5. Rust
		6. Rust
		7. Rust
		8. Rust
Class: Arthropod	Lgt: — Drk: — Lif: X Gld: O Fir: O Ear: — Air: — Wtr: X	
Lands: Ulkan Mine	A giant flea that only inhabits Ulkan Mine. Attacks with Bloodsuck Bite.	

Howler	Attacks	Items
	Bite (1)	1. Gem x 6 + Luc x 1
	Bite (2)	2. Gem x 7 + Luc x 1
	Bloodsuck Bite	3. Animal Bone
	Slam	4. Sharp Claw
	Poison Bite	5. Poison Fang
	Drorkick	6. Demon-Wolf Spirit
	Stamp	7. Poison Fang
		8. Poison Fang
Class: Beast	Lgt: — Drk: — Lif: — Gld: — Fir: — Ear: X Air: O Wtr: —	
Lands: Norm Peaks Fieg Snowfields The Flames	A wolf with evolved hind legs. It not only attacks with its fangs, but uses footwork as well.	

Jfish	Attacks	Items
	Charge	1. Gem x 5
	Water Pistol	2. Gem x 5 + Luc x 1
	Multipeek	3. Fish Meat
	Multi-Water Pistol	4. Fish Scales
		5. Fish Scales
		6. Fish Scales
		7. Fish Scales
		8. Fish Scales
Class: Aquatic	Lgt: — Drk: — Lif: — Gld: — Fir: — Ear: — Air: X Wtr: O	
Lands: Madora Beach SS Buccaneer	A small monster fish. Its Water Pistol attack, in which it fires sea water out of its mouth out at high pressure, is pretty powerful.	

Imp	Attacks	Items
	Mini Bubbles	1. Gem x 5 + Luc x 1
	Spear Thrust	2. Round Seed
	Multi-Spear Thrust	3. Demon Meat
		4. True Spear
		5. True Spear
		6. True Spear
		7. True Spear
		8. Devil's Fork
Class: Demonic	Lgt: X Drk: O Lif: — Gld: — Fir: — Ear: X Air: O Wtr: —	
Lands: Junkyard Luon Highway Lucemia	A minor demon. Watch out for its Mini Bubbles attack, which causes the Mini status effect.	


Iron Centaur	Attacks	Items
	Axe Throw	N/A
	Axe Swing	N/A
	Jump Press	N/A
	100 Furious Stabs	N/A
	Thunderbolt	N/A
Class: Boss	Lgt: — Drk: — Lif: — Gld: — Fir: — Ear: — Air: — Wtr: —	
Lands: Tower of Leires	A warrior's ghost that wanders through the Tower of Leires. After turning invulnerable and raising its forelegs, it will use its deathblow. You can move normally and dodge, but of course, you're more certain to win if you make use of your invulnerable state when casting magic or using deathblows.	

Irwin	Attacks	Items
	Catastrophe	N/A
	Grand Slam	N/A
	Cerberus Force	N/A
	Dimensional Ring	N/A
	Smash	N/A
	Mow Down	N/A
	Knock Away	N/A
		N/A
Class: Boss	Lgt: X Drk: O Lif: — Gld: — Fir: — Ear: X Air: O Wtr: —	
Lands: Lucemia	Irwin, transformed into a pure demonic form after releasing all the power he could hold. The light-bullets of his Catastrophe deathblow aim exactly for your position. Moving and evading normally is difficult, so time your magic casting well and dodge accordingly.	

BOSS

BOSS


BOSS

Jajara		Attacks	Items
		Jump Stamp	N/A
		Head-Butt	N/A
		Dragon Breath (Poison)	N/A
		Stamp	N/A
		Stamp	N/A
Class: Boss			
		Lgt: X Drk: O Lif: — Gld: — Fir: X Ear: O Air: — Wtr: —	

Lands:
Bone Fortress

One of the sentient dragons. You can dodge its Dragon Breath (Poison) if you take shelter near its feet. All other attacks except for Dragon Breath (Poison) can be countered by Jolt or Counter. Use them well.

BOSS

Jajara JJ		Attacks	Items
		Angel Voice	N/A
		Light Beam	N/A
		Stamp	N/A
		Rockfall	N/A
		Rockfall	N/A
Class: Boss			
		Lgt: — Drk: — Lif: — Gld: — Fir: — Ear: — Air: — Wtr: —	

Lands:
Bone Fortress

Defeated once, Jajara revives by absorbing the surrounding statues into itself. The most damaging of the attacks it uses is Rockfall, which causes rubble to fall from the ceiling. If you want to be extra careful, use your invulnerable state from casting magic and such to evade the rocks.


BOSS

Jewel Beast		Attacks	Items
		Bite	N/A
		True Beam	N/A
		Slam (1)	N/A
		Slam (2)	N/A
		Thorn	N/A
		Thorn Fling	N/A
		Drill	N/A
		Beam	N/A
Class: Boss			
		Lgt: — Drk: — Lif: X Gld: O Fir: O Ear: — Air: — Wtr: X	

Lands:
Geo

A monster with a jewel for its core, created as a servant by the jewel thief Sandra. It seldom uses its deathblows, and compared to the other Jewel Beasts, this one's easy to fight. Effective in close-quarters combat is Jolt, which does a lot of damage to it in just one hit.


BOSS

Jewel Beast JJ		Attacks	Items
		Bite	N/A
		True Beam	N/A
		Slam (1)	N/A
		Slam (2)	N/A
		Thorn	N/A
		Thorn Fling	N/A
		Drill	N/A
		Beam	N/A
Class: Boss			
		Lgt: O Drk: X Lif: X Gld: O Fir: — Ear: — Air: — Wtr: —	

Lands:
Mekiv Caverns
Bejeweled City

A green Jewel Beast created by Sandra. It's not a tough opponent, but it does move unexpectedly fast and dodges attacks easily. To avoid wasting time on the attack gauge, you should equip deathblows with results that have a wide area of effect.

BOSS

Jewel Beast JJJ		Attacks	Items
		Bite	N/A
		True Beam	N/A
		Slam (1)	N/A
		Slam (2)	N/A
		Thorn	N/A
		Thorn Fling	N/A
		Drill	N/A
		Beam	N/A
Class: Boss			
		Lgt: — Drk: — Lif: X Gld: O Fir: X Ear: O Air: — Wtr: —	

Lands:
Mekiv Caverns
Bejeweled City

A monster made by collecting jewels of weak gem power. Its Drill attack hurts you whether you touch the monster itself (the drill portion) or the rock it scatters. You should evade it either by moving to the side or, if there's time, making use of your invulnerable state when casting magic.


BOSS

Jewel Beast JVV		Attacks	Items
		Bite	N/A
		True Beam	N/A
		Slam (1)	N/A
		Slam (2)	N/A
		Thorn	N/A
		Thorn Fling	N/A
		Drill	N/A
		Beam	N/A
Class: Boss			
		Lgt: — Drk: — Lif: X Gld: O Fir: — Ear: — Air: X Wtr: O	

Lands:
Duma Desert
Bejeweled City

A golden Jewel Beast created by Sandra. Stat-wise, it's not much different from the other three Jewel Beasts, but since it uses deathblows frequently, you want to be on guard at all times when fighting. Also, for any deathblow it uses, you should be able to dodge if you don't stand in front of it.

BOSS


Kima	Attacks	Items									
	Tendrill	N/A									
	Rampage	N/A									
	Seed Scatter	N/A									
	Peck	N/A									
	Pumpkin Bomb	N/A									
	Swallow	N/A									
Class: Boss			Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:	
			—	—	O	X	—	—	—	X	
Lands: Duma Desert		A gargantuan creature ranging about under the sand. Jolt or Counter can counteract against the Tendrill attack it uses in close combat. If you don't have those abilities, you're safe attacking from a distance with magic. You can dodge Rampage by making use of your invulnerable state.									

BOSS

Labonne	Attacks	Items									
	Tendrill	N/A									
	Gravel	N/A									
	Petri-Gas	N/A									
	Thrust	N/A									
	Pendulum	N/A									
	Pollen Attack	N/A									
Class: Boss			Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:	
			—	—	X	O	X	O	—	—	
Lands: Ulkan Mine		An enchanted flower dwelling in Ulkan Mine. If you attack either of the tendrills at its sides, its tip drops to the ground. If you can reduce the fallen tip's HP to zero (you can also wait for the right tendrill's tip to self-destruct after it falls), it's possible to do a fixed amount of damage to the main body.									

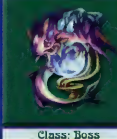
Land Dragon	Attacks	Items									
	Bite (1)	1. Gem x 15 + Luc x 10									
	Bite (2)	2. Gem x 15 + Luc x 10									
	Slam	3. Dragon Steak									
	Dragon Breath (Burn)	4. Dragon Breath									
	Punch	5. Dragon Blood									
		6. Dragon Skin									
		7. Dragons Mail									
		8. Dragon Scales									
Class: Dragon			Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:	
			—	—	X	O	X	O	—	—	
Lands: Mekiv Caverns The Flames Mana Sanctuary		The mightiest of dragons, covered in hard dragon scales. It uses a number of powerful attacks; Dragon Breath in particular is an overwhelming destructive force.									

BOSS

Larc the Centaur	Attacks	Items									
	Gauntlet	N/A									
	Charge	N/A									
	Tri-Attack	N/A									
	Hammer Knuckle	N/A									
	Leg Cannon	N/A									
	Rocket Punch	N/A									
Class: Boss			Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:	
			—	—	—	—	—	—	—	—	
Lands: The Underworld		Larc, transformed into a grotesque being by the surplus power granted to him by Tramat. You can dodge any of his deathblows by escaping to the sides (but don't stick close to them). Counter and Jolt are effective counterstrikes against his Charge attack.									

Lizardon	Attacks	Items									
	Kick (1)	1. Gem x 4									
	Kick (2)	2. Round Seed									
	Lail	3. Lizard Meat									
	Lick	4. Blank Eve									
	Lick (Confusion)	5. Blank Eve									
	Swallow	6. Blank Eve									
		7. Blank Eve									
		8. Blank Eve									
Class: Reptile			Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:	
			—	—	—	—	—	—	X	O	
Lands: Junkyard		The matured form of a Tonpole. It attacks by directing its long tongue.									

BOSS

Lord of Jewels 999	Attacks	Items									
	Orb	N/A									
	Tail	N/A									
	Slam	N/A									
	Iceicle (Stun)	N/A									
	Laser	N/A									
Class: Boss			Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:	
			—	—	X	O	X	O	—	—	
Lands: Bejeweled City		A monster transformed by the power it's absorbed from ingesting 999 jewel-charm cores. Its attack power is incredibly high, and its deathblows in particular are mighty enough to put you on the verge of death in one hit. Instead of escaping blindly, make use of your invulnerable state from casting magic and such, and make your dodges certain.									

Lord of Jewels 1000

Class: Boss

Attacks

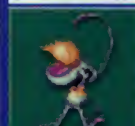
Light Beam	N/A
Supernativity	N/A
Iceicle	N/A
Glare	N/A
1000 Needles	N/A
Black Hole	N/A
Jewel	N/A

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
—	—	X	O	X	O	—	—

Lands:

Bejeweled City

The Lord of Jewels, after gaining even more power from ingesting its 1000th jewel core. The battle area is extremely cramped, so moving about and dodging the enemy's attacks is difficult. It's important to prepare yourself to become invulnerable by equipping things like Illusion.

BOSS**Lullabud**

Class: Plant

Attacks

Bite	1. Gem x 5
Poison Pollen	2. Big Seed
Whip	3. Small Seed
Scales	4. Long Seed
Multiwhip	5. Poison Powder
	6. Spiny Seed
	7. Flat Seed
	8. Flat Seed

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
—	—	X	O	—	—	—	—

Lands:

Home
Luon Highway
The Mindas Ruins

This is the weakest of the plant types, but its status change-inducing pollen attacks are still nothing to sneeze at.

Machine Golem

Class: Boss

Attacks

Flamethrower	N/A
Attack (1)	N/A
Attack (2)	N/A
Attack (3)	N/A
Wave-Motion Cannon	N/A
Pulse	N/A
Beam	N/A
Missile	N/A

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
—	—	X	O	—	—	—	—

Lands:

Lake Kilma
Bejeweled City

A mechanical soldier with a will of its own. Pulse has a wide area effect and is a deathblow attack to boot, so when the Machine Golem becomes invulnerable, immediately get some distance away. You can also avoid taking damage from Wave-Motion Cannon, another of its deathblow abilities, by making sure you're not standing directly in front of it.

BOSS**Mad Mallard**

Class: Demi-human

Attacks

Egg Bomb	1. Gem x 15 + Luc x 5
Dagger (1)	2. Gem x 15 + Luc x 5
Dagger (2)	3. Soldier's Helm
Dagger (3)	4. Destiny Dice
	5. Ninja's Charm
	6. Captain's Helm
	7. Captain's Helm
	8. General's Helm

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
X	O	—	—	—	—	—	X

Lands:

Duma Desert
Junkyard
Tower of Leires
The Flames

A helmet-wearing duck. Its Egg Bomb, a wide-range attack that catches the Mallard in the blast, vanishes the moment it does damage to the duck.

Malboro

Class: Plant

Attacks

Kiss	1. Gem x 6 + Luc x 1
Bad Breath (Darkness)	2. Oblong Seed
Bad Breath (Paralysis)	3. Big Seed
Poison Pollen	4. Small Seed
Cry	5. Silly Fire
Punch	6. Flat Seed
	7. Flat Seed

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
—	—	X	O	—	O	—	—

Lands:

Jungle
Ulkan Mine
Bejeweled City
Mana Sanctuary

A carnivorous flower. If you get hit by its Kiss, you become Mini'd and unable to make physical attacks.

The Mana Goddess

Class: Boss

Attacks

Slash	N/A
Beat Wargod	N/A
Malin	N/A
Heaven and Earth	N/A
Thrust	N/A

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
—	—	—	—	—	—	—	—

Lands:

Mana Sanctuary

The physical manifestation of negative power, involving mana, the essence of all things. Jolt or Counter can counterblow against the Beat Wargod, Slash and Thrust attacks she makes when you're close to each other.

BOSS

BOSS

Mantis Ant



Class: Boss

Attacks

Axe Upswing
Axe Sideswing
Strong Acid
Aerial Shockwave
Shockwave

Items

N/A
N/A
N/A
N/A
N/A

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
—	—	O	X	—	X	—	—

Lands:

Luon Highway

A giant insect having characteristics of both praying mantis and ant. The wind-up moves for its Shockwave and Aerial Shockwave deathblows are big, so you can dodge them easily. If nothing else, be careful of its Strong Acid attack, which causes a Poison status change. Fight it from as far away as possible.

Moldy Goo



Class: Morph

Attacks

Grab
Sigh

Items

1. Gem x 7 + Luc x 1
2. Gem x 9 + Luc x 1
3. Odd Meat
4. Rust
5. Moss
6. Levantine
7. Levantine
8. Excalibur

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
—	—	X	O	—	—	X	O

Lands:

Gato Grottoes
Junkyard

A monster whose true shape is unknown. A rare, famous sword is said to be among the weapons piercing its body.

Molebear



Class: Beast

Attacks

Kick
Slam (1)
Slam (2)
Claw (1)
Claw (2)
Scratch (1)
Scratch (2)
Dark Scratch

Items

1. Gem x 5 + Luc x 1
2. Gem x 6 + Luc x 1
3. Animal Meat
4. Animal Bone
5. Animal Hide
6. Sharp Claw
7. Vazel Gold
8. Gigas Glove

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
—	—	X	O	X	—	—	—

Lands:

Duma Desert
Ulkan Mine

A giant mole. Now and then it will burrow underground and dodge your attacks.

Mushroom



Class: Plant

Attacks

Spin Attack (1)
Spin Attack (2)
Charge (1)
Charge (2)
Drokick
Boomerang
Spore (Poison)
Spore (Sleep)

Items

1. Gem x 10 + Luc x 1
2. Gem x 12 + Luc x 1
3. Poison Powder
4. Sleep Powder
5. Paralysis Powder
6. Cielmerlon
7. Cielmerlon
8. Cielmerlon

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
X	O	O	X	—	—	—	—

Lands:

Mekiv Caverns
The White Forest

A giant mushroom created by sudden mutation. It drops large amounts of gems as treasure.

Narcissos



Class: Demi-human

Attacks

Haymaker
Spinning Fly-Kick
Kick (1)
Kick (2)
Jab
Spiral
Slam
Magic

Items

1. Gem x 15 + Luc x 5
2. Gem x 15 + Luc x 5
3. Spiral Claw
4. Gigas Glove
5. Skuldesert
6. Holy Glove
7. Holy Glove
8. Hard-Sell Glove

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
—	—	X	O	X	O	—	—

Lands:

Norn Peaks
Ulkan Mine
Lucemia

A yett that specializes in physical arts that make use of its tough physique. The Magic attacks it uses now and then are also physical attacks (not purely magic).

Needlebeak



Class: Aerial

Attacks

Beak
Shuttlecock (1)
Shuttlecock (2)

Items

1. Gem x 5
2. Gem x 5 + Luc x 1
3. Bird Meat
4. Needle
5. Needle
6. Needle
7. Needle
8. Needle

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
O	X	—	—	—	X	O	—

Lands:

Gato Grottoes
Luon Highway
The White Forest

A sharp-beaked aerial monster. It has few methods of attack and can be easily defeated.

BOSS**Orc**

Class: Boss

Attacks

Trash	N/A
Tentacle	N/A
Ink	N/A
Thrust	N/A
Shock	N/A
Plunge	N/A
Thrash	N/A

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
—	—	—	—	—	—	—	—

Lands:

SS Buccaneer

A monster of the sea feared by sailors. You can dodge Orc's Plunge deathblow if you wait an instant after it plunges into the sea, then use magic or Illusion. Its other deathblows you can dodge just by running around to the sides or the back.

Pincher Crab

Class: Aquatic

Attacks

Pincer (1)	1. Gem x 5
Pincer (2)	2. Gem x 5 + Luc x 1
Pincer (3)	3. Fish Meat
Petit Eye Beam	4. Scissors
Petit Bubble	5. Shell
	6. Coral
	7. Coral
	8. Fullmetal

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
—	—	—	—	—	—	X	O

Lands:Mekiv Caverns
Madora Beach

A giant crab that dwells in damp, marshy regions. It prides itself on the Pincer attacks it frequently uses, which reach further than they look like they can.

Polter Box

Class: Poltergeist

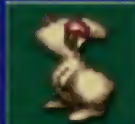
Attacks

Bite	1. Luc x 4
Punch	2. Gem x 1 + Luc x 4
Score (Poison)	3. Sunlight Crystal
Charm Stare	4. Moon Crystal
	5. Sparkle Crystal
	6. Chaos Crystal
	7. Goddess Mail
	8. Goddess Mail

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
—	—	X	O	X	O	—	—

Lands:Gato Grottoes
Junkyard
SS Buccaneer

A monster made to mimic a treasure chest. Its maximum HP level is extremely high. Be careful of its Charm Stare, which causes a Confusion status change.

Poto

Class: Oddity

Attacks

Kangaroo Kick	1. Gem x 6 + Luc x 1
Lick (1)	2. Odd Meat
Lick (2)	3. Blank Eye
Lick (3)	4. Silly Eye
	5. Aroma Oil
	6. Aroma Oil
	7. Aroma Oil
	8. Aroma Oil

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
—	—	—	—	—	—	X	O

Lands:Mekiv Caverns
Fieg Snowfields

A sleepy-eyed chameleon. It attacks by controlling its long tongue.

Punkmaster

Class: Boss

Attacks

Airwind	N/A
Spin Attack (1)	N/A
Spin Attack (2)	N/A
Cyclone Needle	N/A
Saint Burst	N/A
Saint Flame	N/A
Ultrasound	N/A

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
—	—	—	—	—	—	—	—

Lands:

Jungle

A small demon coming forth from the Fairy World as the point soldier to destroy humans. It mainly uses Ultrasound, which causes Confusion, and Spin Attack, which causes Stun. If you want to defeat it safely, you should attack from a distance with long-range weapons, such as bows.

BOSS**Punkster**

Class: Demonic

Attacks


Air Wind	1. Gem x 6 + Luc x 2
Spin Attack (1)	2. Gem x 6 + Luc x 3
Spin Attack (2)	3. Demon Meat
Cyclone Needle	4. Demon Meat
Saint Burst	5. Orhalcon
Saint Flame	6. Orhalcon
Ultrasound	7. Orhalcon
	8. Orhalcon


Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
X	O	—	—	—	X	O	—

Lands:Junkyard
Mana Sanctuary

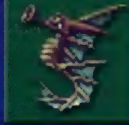
A mid-level demon. Demon-type monsters often drop rare items, so keep your eyes open.


Rabite	Attacks	Items
	Spin Attack	1. Gem x 5 + Luc x 1
	Bite (1)	2. Round Seed
	Bite (2)	3. Animal Meat
	Slam	4. Animal Leather
	Poison Bite	5. Animal Bone
	Glare	6. Little Egg
	Paralysis Gaze	7. Fluffy Hairball
		8. Rabite Ear
Class: Beast	Lgt: O Drk: X Lif: O Gld: X Fir: — Ear: — Air: — Wtr: —	
Lands: Luon Highway Fieg Snowfields The White Forest	A rabbit-type monster. It will often guard against your attacks, giving you more trouble than expected.	

Rattler Boa	Attacks	Items
	Bite (1)	1. Gem x 6
	Bite (2)	2. Choco-bite
	Bite (3)	3. Lizard Meat
	Poison Bite	4. Lizard Scales
	Coil	5. Lizard Scales
		6. Lizard Scales
		7. Lizard Scales
		8. Lizard Scales
Class: Reptile	Lgt: — Drk: — Lif: O Gld: X Fir: — Ear: — Air: — Wtr: —	
Lands: Gato Grottoes The Mindas Ruins The White Forest Lucemia	A great serpent that lives in the tropics. Avoid getting repeatedly hit with Coil, as it will be impossible to escape.	

Sahagin	Attacks	Items
	Shampoo	1. Gem x 15 + Luc x 5
	Spear Jump	2. Gem x 15 + Luc x 5
	Spear Beat	3. Bronze Spear
	Spear Thrust	4. True Spear
	Spear Spin	5. Stargazer
		6. Fiery Stabber
		7. Giant's Spear
		8. Devil's Spear
Class: Demi-human	Lgt: — Drk: — Lif: — Gld: — Fir: — Ear: — Air: X Wtr: O	
Lands: Mekiv Caverns Madora Beach SS Buccaneer Fieg Snowfields Lucemia	A merman many times stronger than a human. It attacks using the trident it holds. Watch out for its long-range Shampoo attack.	

Sand Scorpion	Attacks	Items
	Sand Breath	1. Gem x 9
	Poison Sting	2. Gem x 9 + Luc x 1
	Pincer (1)	3. Bug Meat
	Pincer (2)	4. Poison Powder
	Sting (1)	5. Stinger
		6. Scissors
		7. Shell
		8. Heros Armor
Class: Arthropod	Lgt: — Drk: — Lif: X Gld: O Fir: X Ear: O Air: — Wtr: —	
Lands: Duma Desert Lucemia	A large scorpion with deadly poison in its tail stinger. Because it's covered by a hard shell, its defense power is high.	

Seadragon	Attacks	Items
	Tail	1. Gem x 6 + Luc x 1
	Current Breath	2. Gem x 6 + Luc x 2
	Slam	3. Fish Meat
		4. Fins Scales
		5. Coral
		6. Coral
		7. Coral
		8. Coral
Class: Aquatic	Lgt: — Drk: — Lif: — Gld: — Fir: — Ear: — Air: X Wtr: O	
Lands: Madora Beach Fieg Snowfields Lucemia	A type of sea horse. Contrary to its name, it also shows up in the Fieg Snowfields and at Lucemia.	

Seajack	Attacks	Items
	Jump	1. Gem x 5 + Luc x 1
	Charge (1)	2. Gem x 5
	Charge (2)	3. Fish Meat
		4. Fish Meat
		5. Coral
		6. Coral
		7. Coral
		8. Coral
Class: Aquatic	Lgt: — Drk: — Lif: — Gld: — Fir: — Ear: — Air: X Wtr: O	
Lands: Madora Beach SS Buccaneer	A sawfish with overwhelming combat ability. It only has a few methods of attack, but each of these is quite powerful.	

BOSS

Shadow Zero



Class: Morph

Lands:

Gato Grottoes
The Underworld
Junkyard
Bejeweled City

Attacks

Kick
Cling
Glare
Punch

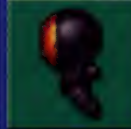
Items

1. Gem x 5 + Luc x 1
2. Chocobite
3. Odd Meat
4. Jacobini Aerolite
5. Halley Aerolite
6. Ankh Aerolite
7. Vinck Aerolite
8. Tuttle Aerolite

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
X	O	—	—	—	—	—	—

A physical embodiment of people's negative emotions. It often turns into a shadow and dodges attacks.

Shadow Zero-One



Class: Boss

Lands:

Domina

Attacks

Kick
Cling
Glare
Punch

Items

N/A
N/A
N/A
N/A

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
—	—	—	—	—	—	—	—

A physical embodiment of the main character's ill will. Aside from its high max HP and being resistant to all status changes, its stats aren't all that different from Shadow Zero's. It does differ from Shadow Zero in that it won't dive underground when in a tight spot.

Shrieknip



Class: Plant

Attacks

Sprin Attack (1)
Sprin Attack (2)
Seed
Scream
Cry
Multiseed

Items

1. Gem x 6 + Luc x 1
2. Small Seed
3. Long Seed
4. Big Seed
5. Ghost's Howl
6. Sprin Seed
7. Flat Seed
8. Flat Seed

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
—	—	O	X	—	—	—	—

Lands:

Lake Kilma
Luon Highway

A screaming magic flower. The wave attacks of its Cry and Scream are a threat.

Silkspitter



Class: Arthropod

Attacks

Threadball
Sprin Attack
Diffusion Threadball
Spider Net
Slam
Multithreadball

Items

1. Gem x 5
2. Gem x 5 + Luc x 1
3. Bug Meat
4. Sultan's Silk
5. Baked Caterpillar
6. Baked Caterpillar
7. Baked Caterpillar
8. Baked Caterpillar

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
—	—	O	X	—	—	—	—

Lands:

The White Forest

Larval form of a Gloomoth. Almost all of its attacks involve using threads to make a cocoon.

Skull Beast



Class: Undead

Attacks

Wild Attack
Kick (1)
Kick (2)
Charge (1)
Charge (2)

Items

1. Gem x 5
2. Gem x 5 + Luc x 1
3. Animal Bone
4. Grave Dirt
5. Zombie Claw
6. Giant's Horn
7. Giant's Horn
8. Giant's Horn

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
—	—	—	—	X	O	—	—

Lands:

Duma Desert
Bone Fortress

This monster is a spirit dwelling in the bones of a wild bull. Despite its high defensive power, you can easily defeat it.

Sky Dragon



Class: Dragon

Attacks

Glider Attack
Glider Spike
Tail
Slam
Dragon Breath (Freeze)
Dragon Breath (Freeze)

Items

1. Gem x 15 + Luc x 10
2. Gem x 15 + Luc x 10
3. Dragon Steak
4. Dragon Breath
5. Dragon Blood
6. Flying Dragon Grass
7. Dragons Runz
8. Dragon Scale


Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
—	—	—	—	—	X	O	—

Lands:

Fieg Snowfields
The Flames
Mana Sanctuary

A giant winged dragon that controls cold. It specializes in gliding attacks from midair. There's a chance, if only a small one, that it will drop a Dragon Scale, which is priceless for making weapons and protective gear.

Slime	Attacks	Items
	Bloodsuck Bite Mucus (1) Mucus (2) Punch	1. Gem x 2 + Luc x 3 2. Round Seed 3. Odd Meat 4. Acid 5. Acid 6. Acid 7. Acid 8. Acid
Class: Morph	Lgt: — Drk: — Lif: — Gld: — Fir: X Ear: O Air: — Wtr: —	
Lands: Gato Grottoes Bone Fortress Ulkan Mine	An amoeboid, single-celled creature. It uses Mucus, which decreases all of your ability levels.	

Specter	Attacks	Items
	Earth Hammer Water Dunk Enlarged Slap Enlarged Touch Bubble Shock Rock Stream	1. Gem x 5 + Luc x 3 2. Round Seed 3. Rotten Meat 4. Dragon Necklace 5. Grave Dirt 6. Zombie Claw 7. Vestment 8. Black Robe
Class: Undead	Lgt: — Drk: — Lif: — Gld: — Fir: X Ear: O Air: X Wtr: O	
Lands: Gato Grottoes Ulkan Mine SS Buccaneer	A ghost that constantly floats in midair. It specializes in attacks with its enlarged hands.	

Spiny Cone	Attacks	Items
	Stink Slam Acorn Bomb	1. Gem x 5 + Luc x 1 2. Odd Meat 3. Odd Meat 4. Wind Can 5. Wind Can 6. Wind Can 7. Wind Can 8. Wind Can
Class: Oddity	Lgt: — Drk: — Lif: O Gld: X Fir: — Ear: X Air: O Wtr: —	
Lands: Luon Highway Lake Kilma Jungle	A bagworm-like monster. It has a low max HP, and on the whole won't give you a tough battle.	

Skeleton	Attacks	Items
	Head Hit Throw Head Assault Jump Slash Vertical Slash Thrust Dive Thrust Side Slash	1. Gem x 9 2. Gem x 10 3. Animal Bone 4. Wishbone 5. Grave Dirt 6. Zombie Claw 7. Skullhead 8. Skeleton Mail
Class: Undead	Lgt: X Drk: O Lif: O Gld: X Fir: X Ear: O Air: — Wtr: —	
Lands: Mekiv Caverns Gato Grottoes Lucemia	A skeletal swordsman. Besides using various sword skills, it also throws its own head at you.	

Skeletal Soldier	Attacks	Items
	Kick Skewer Sliding Dash Thrust Thrust Mow Down Punch	N/A N/A N/A N/A N/A N/A N/A
Class: Boss	Lgt: — Drk: — Lif: — Gld: — Fir: — Ear: — Air: — Wtr: —	
Lands: Bone Fortress	A spirit that has sworn loyalty to Jajara and dwells in a suit of armor. Among the attacks it uses, Sliding and Mow Down, which knock you down if they hit you, are powerful. If you don't feel confident holding it down with volleys of attacks from a short distance, you can also attack it with things like bows or magic from a longer distance.	

Spiggan	Attacks	Items
	Drain Carpet Roll Zoom Punch Suspended Ceiling Drop Iron Ball Lick (Paralysis)	N/A N/A N/A N/A N/A N/A
Class: Oddity	Lgt: — Drk: — Lif: — Gld: — Fir: — Ear: — Air: — Wtr: —	
Lands: Gato Grottoes	A familiar demon that comes to kidnap Matilda on the orders of its master, Irwin. You should quickly wipe out the Skeletons it spits out of its body as allies. Out of all its deathblows, you can completely dodge Carpet Roll and Iron Ball if you escape to the space above the top of the screen.	

BOSS

Springball

Class: Oddity

Attacks

Submarine Unpercut	1. Gem x 9 + Luc x 1
Jump Press	2. Odd Meat
Scram	3. Juggernaut
Head Attack	4. Odd Meat
Snore (Poison)	5. Gias Flail
Shock	6. Odd Meat
	7. Odd Meat
	8. Divine Flail

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
—	—	X	O	—	—	—	—

Lands:

Ulkan Mine
Mana Sanctuary

A mysterious, spring-like creature. It drops the high-performance Juggernaut and Divine Flail once defeated.

Stinger Bug

Class: Arthropod

Attacks

Sickle Arm	1. Gem x 5
Sickle Arms	2. Gem x 5 + Luc x 1
Ultrasonic	3. Bug Meat
Poison Sting	4. Clear Feather
Charge (1)	5. Clear Feather
Charge (2)	6. Clear Feather
Sting (1)	7. Clear Feather
Sting (2)	8. Clear Feather

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
O	X	O	X	—	X	O	—

Lands:

Luon Highway
Lake Kilma

A bee with sickle-like forelegs. It has low max HP and doesn't put up much of a fight.

Succubus

Class: Demi-human

Attacks

Sexy Moun	1. Gem x 15 + Luc x 5
Double Face Slap	2. Gem x 15 + Luc x 5
Bloodsuck Bite	3. Moonrock Tiara
Claw (Paralysis)	4. Vitium Ribbon
Face Slap	5. Spirit Ribbon
	6. Ancient Tiara (1)
	7. Ancient Tiara (2)
	8. Brisinamen

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
X	O	—	—	—	X	O	—

Lands:

The Underworld
The Mindas Ruins
Tower of Leires
Bejeweled City

A beautiful-looking vampire. She attacks mainly with Bloodsuck Bite. She is also notable for being the only one of the Demi-human class with a low max HP level.

Teedie

Class: Beast

Attacks

Tail (1)	1. Gem x 5 + Luc x 1
Tail (2)	2. Round Seed
Ultrasonic	3. Animal Leather
Stone Throw	4. Sleepy Eye
Glare	5. Angel Feather
Paralysis Stone	6. Little Eye Throw
Charm Stare	7. Obsidian
	8. Pedan Stone

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
—	—	—	—	—	X	O	O

Lands:

Lake Kilma
Madora Beach

A type of otter. Always lying on its back, it attacks using flying items.

Tezla

Class: Morph

Attacks

Spin Attack	1. Gem x 6
Cling (Paralysis)	2. Gem x 6 + Luc x 1
Punch (1)	3. Odd Meat
Punch (2)	4. Electric Essence
	5. Electric Essence
	6. Electric Essence
	7. Electric Essence
	8. Electric Essence

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
O	X	—	—	—	—	—	—

Lands:

Lake Kilma
Madora Beach

A monster that generates electricity in its body. Be especially careful of the Shock attack sent out from its tentacles.

Tiamat

Class: Boss

Attacks

Bite	N/A
Jump Press	N/A
Head-Butt	N/A
Claw	N/A
Breath (1)	N/A
Breath (2)	N/A
Swallow	N/A
Draconic Magic	N/A

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
—	—	—	—	O	—	—	X


Lands:


The Flames


A crimson dragon that plans to rule the world. It will frequently travel from one side of the screen to the other and back, so you should equip yourself with deathblows that have a wide area of effect.


BOSS

Tomato Man	Attacks	Items
	Slam	1. Choco-bite
	Fire (1)	2. Choco-bite
	Fire (2)	3. Ancient Robe
	Fire (3)	4. Rosary
Class: Demi-human	Lgt: — Dk: — Lif: X Gld: O Fir: O Air: — Wtr: X	
Lands: Jungle Bone Fortress Mana Sanctuary		
A dark sorcerer who worships an evil god and always fights while inside a pot. The Fire attacks it often uses cause the Burn status effect.		

Tonpole	Attacks	Items
	Slam (1)	1. Gem x 4
	Slam (2)	2. Round Seed
	Slam (3)	3. Lizard Meat
		4. Blank Eye
		5. Blank Eye
		6. Blank Eye
		7. Blank Eye
		8. Blank Eye
Class: Reptile	Lgt: O Dk: X Lif: — Gld: — Fir: — Ear: — Air: X Wtr: O	
Lands: Mckiv Caverns Lake Kilma Fieg Snowfields		
A just-hatched Lizardon. Its combat strength is low, and there's nothing special you have to watch out for.		

Tropicallo	Attacks	Items
	Tendrill	N/A
	Gravel	N/A
	Petri-Gas	N/A
	Thrust	N/A
	Pendulum	N/A
	Pollen Attack	N/A
Class: Boss	Lgt: — Dk: — Lif: X Gld: O Fir: X Ear: O Air: — Wtr: —	
Lands: Madora Beach		
An enchanted giant flower of the same type as Labanne. If you want to defeat it safely, use the following strategy. First, attack the right tendril and dodge the fallen tip's Self-Destruct. Repeat these steps, and when the right tendril doesn't revive, attack the remaining left tendril.		

Tyrannos	Attacks	Items
	Bite	1. Gem x 13 + Luc x 2
	Tail (1)	2. Gem x 13 + Luc x 2
	Tail (2)	3. Lizard Meat
	Smash	4. Gator Skin
	Punch (1)	5. Sharp Claw
	Punch (2)	6. Snake Scales
		7. Snake Scales
	8. Fossil	
Class: Reptile	Lgt: — Dk: — Lif: — Gld: — Fir: X Ear: O Air: — Wtr: —	
Lands: Jungle Mana Sanctuary		
A small dinosaur. While it has a high max HP, the attacks it uses aren't that powerful.		

Vadise	Attacks	Items
	Tail	N/A
	Breath (Sleep)	N/A
	Magic	N/A
Class: Boss	Lgt: — Dk: — Lif: O Gld: X Fir: — Ear: — Air: X Wtr: O	
Lands: The White Forest		
One of the sentient dragons. Accompanied by Sierra, it challenges you to battle. During the battle, you should take up a position near Vadise's abdomen and attack. Against Sierra, make frequent use of Deathblows and take her out quickly or use Jolt to drive her back when she gets close.		

Wind Callers	Attacks	Items
	Airwind	N/A
	Airshot	N/A
	Cyclone Needle	N/A
	Tornado Blow	N/A
	Needle (1)	N/A
	Needle (2)	N/A
Class: Boss	Lgt: — Dk: — Lif: — Gld: — Fir: — Ear: X Air: O Wtr: —	
Lands: Luon Highway		
Dragons who serve Akavator. They cast volleys of magic, constantly move during the intervals in which your attacks connect, and if you see them make wind-up movements for magic, stop them immediately. If you stand right in front of them, there's a chance you'll be hit by the highly powerful Needle attacks, so watch out.		

BOSS

Wooding



Class: Plant

Lands:

Gato Grottoes
The White Forest
Mana Sanctuary

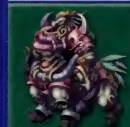
Attacks

Charge	1. Gem x 12 + Luc x 1
Acorn Throw	2. Oak Wood
Punch (1)	3. Holly Wood
Punch (2)	4. Baobab Wood
Punch (3)	5. Ebony Wood
Punch (Darkness)	6. Mistletoe
	7. Tonenoko Wood
	8. Dior Wood

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
—	—	O	X	—	—	X	O

A giant, sapient tree. It may drop Dior Wood, which is highly prized for weapon production.

Zenoa



Class: Boss

Lands:

The Flames

Attacks

Gauntlet	N/A
Cannon	N/A
Charge	N/A
Tri-Attack	N/A
Hammer Knuckle	N/A
Rocket Punch	N/A

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
—	—	—	—	—	—	—	—

One of Tiamat's servants, the protector of Flame Castle. The attacks it uses are basically the same as Larc the Centaur's, so you can appropriate the dodging and counterstriking methods explained in Larc's paragraph against any of them.

Zombie



Class: Undead

Lands:


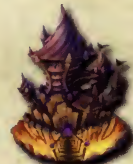
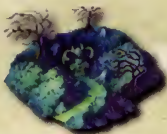
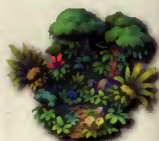
Jungle
Fieg Snowfields

Attacks

Bite	1. Gem x 5 + Luc x 1
Poison Bite	2. Gem x 6 + Luc x 1
Scratch (1)	3. Rotten Meat
Scratch (2)	4. Grave Dirt
Insect Attack	5. Zombie Claw
Rib	6. Poison Fang
	7. Poison Fang
	8. Poison Fang

Lgt:	Drk:	Lif:	Gld:	Fir:	Ear:	Air:	Wtr:
—	—	—	—	X	O	X	O

A man-eating monster with a decaying body. Its multiple attack using Scratch (2) is unavoidable.



AREA MAPS



DOMINA



To World Map

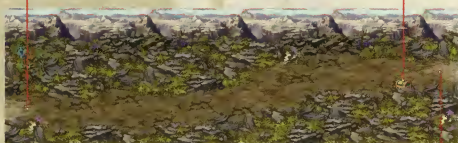
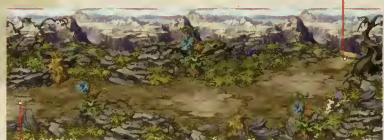
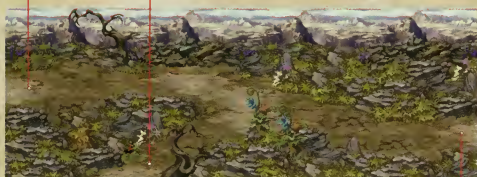
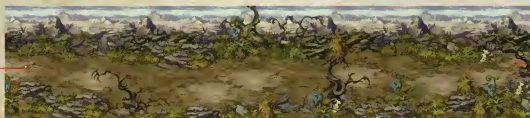




LUON HIGHWAY



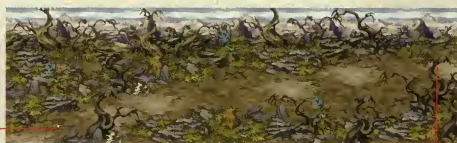
Start



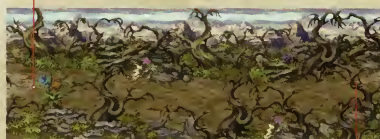
Odd Meat



Grave Dirt



Ear of Wheat



Needle

Blackened Bat



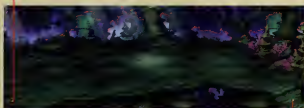
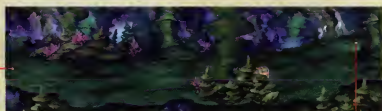
Angry Eye

Poison Fang



MEKIV CAVERNS

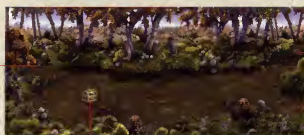




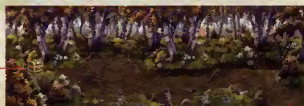
Blank Eye



LAKE KJLMA



Healing Claw

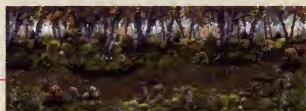
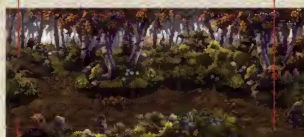


Moth Wing

Fish Meat



Start



Sleepy Eye



Save Point



Hairball



White Feather



Poison Powder



Ear of Wheat





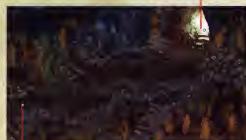
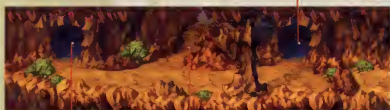
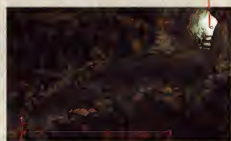
GATO GROTTOES



Wad of Wool



Blackened Bat





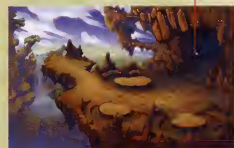
Aroma Oil



Moss



Save Point



To World Map



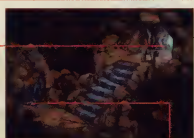
Bird Meat



To page 146

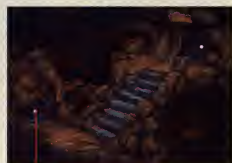
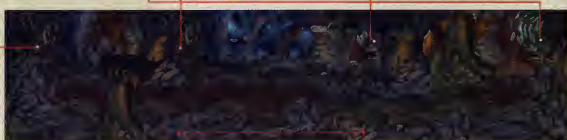
GATO GROTTOES

(Continued)



Angry Eye

Flaming Quill



Demon Meat

Angry Eye

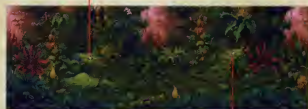


From Page 145

From Page 144



JUNGLE



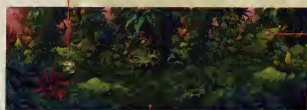
From Page 148



Sharp Claw

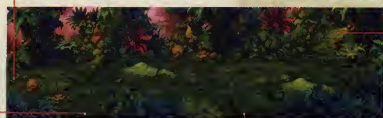
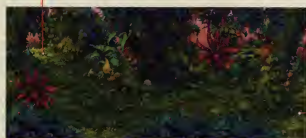


To Page 148



From Page 148

Blank Eye

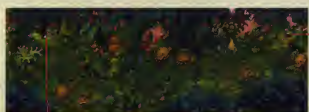


THE JUNGLE

(Continued)



Acid



Poison Powder



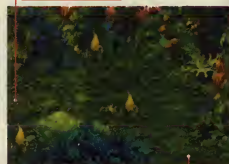
Save Point



Rotten Meat



Animal Meat



Moss



Start



LUMINA



To World Map

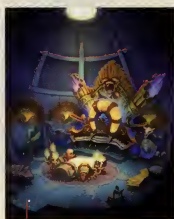
Raven Feather

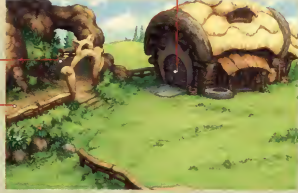


To World Map



HOME

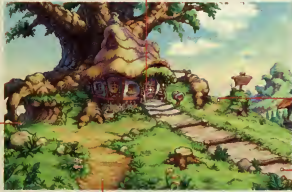




Li'l Cactus



100 Lucre



To World Map

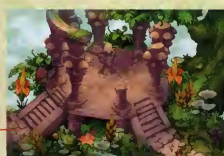
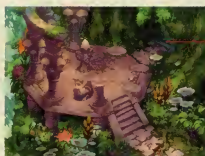




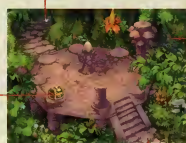
TREE OF MANA



Mirror Piece



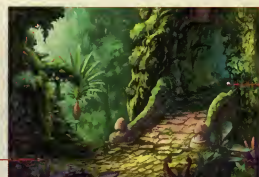
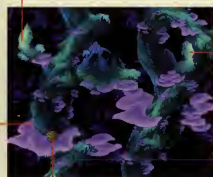
Knockout Dust



Virgin's Sigh



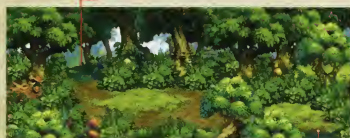
Ether



Little Eye



THE WHITE FOREST



Silly Eye



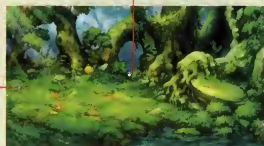
Poison Powder

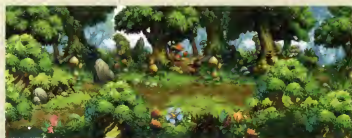


Ear of Wheat



Start



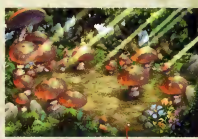


Clear Feather

Giant's Horn

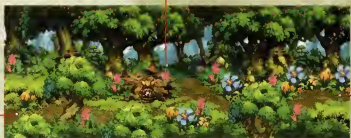
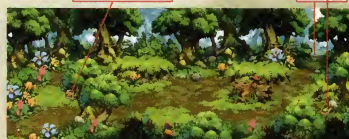
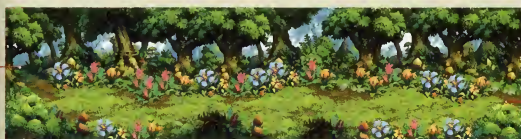


Baked Caterpillar



Animal Meat

Ash





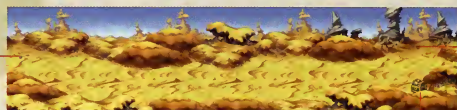
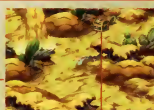
DUMA DESERT



Star Candle



Mephianse

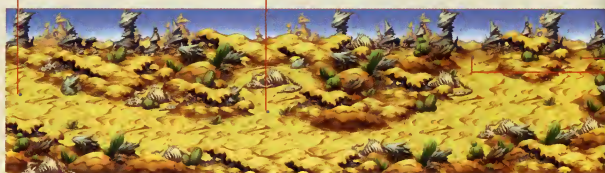


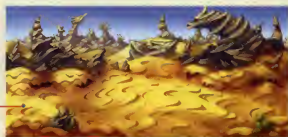
Needle

Silly Eye



Start

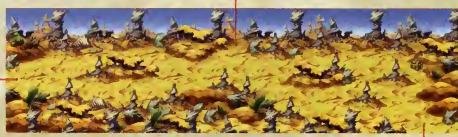




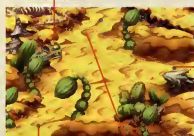
Save Point



Scissors



Rust



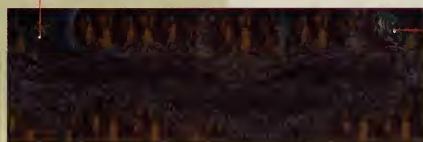
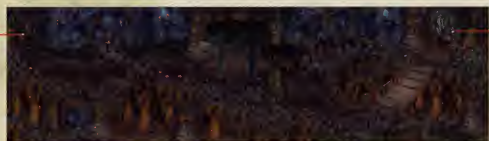
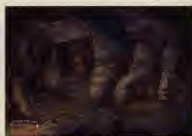
Two Mephianse's
Students



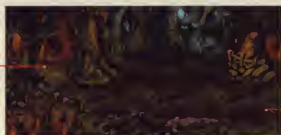
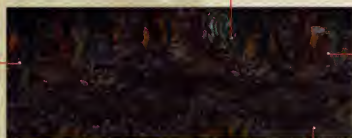
Mephianse



ULKAN MINE



Sulpher



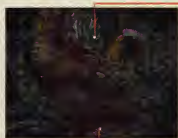
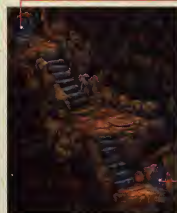


Rust



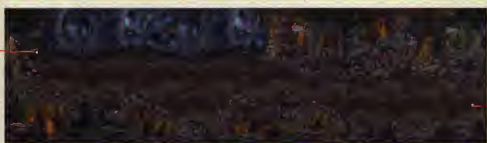
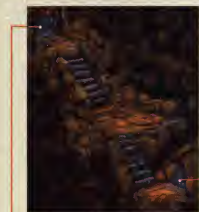
Sulphur

Moss



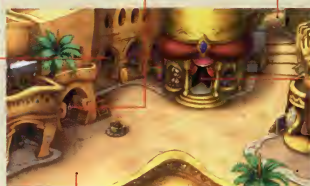
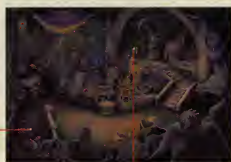
Little Eye

Bug Meat





GEO

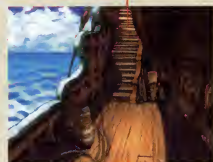
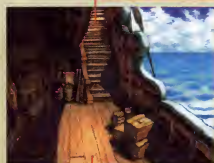


Save Point



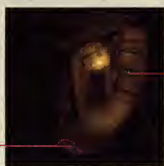


SS BUCCANEER



Start





Messy Scroll

Fish Meat

Ether

Fish Meat



FIEG SNOWFIELDS



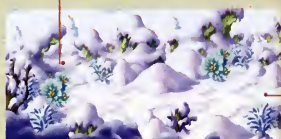
Angel Feather



Save Point



Giant's Horn



Sleepy Powder



Wad of Wool



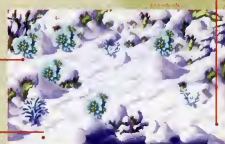
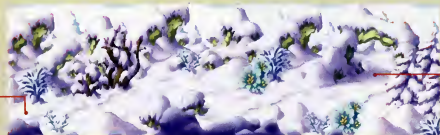
Sharp Claw



Start



Virgin's Sigh





THE MINDAS RUINS

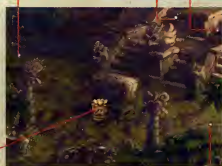


Creepy Eye





Not Accessible
During "Tea Time"



Save Point



Sleepy Powder



Virgin's Sigh



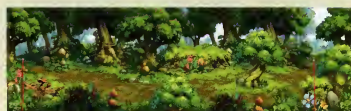
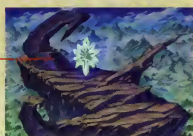
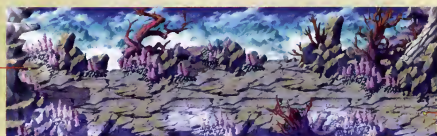
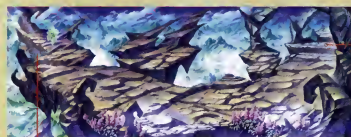
Clear Feather

Start

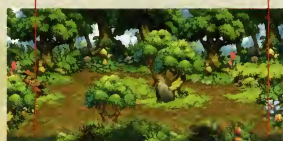


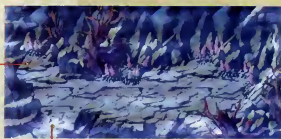
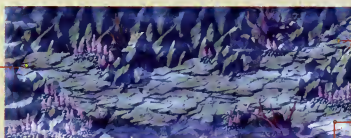
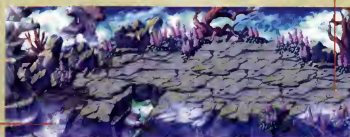
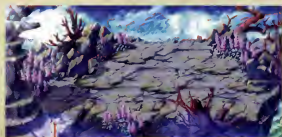


NORN PEAKS

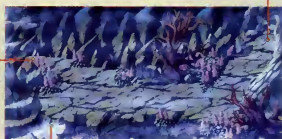


Start





Bird Meat



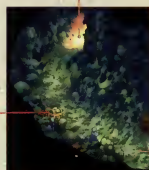
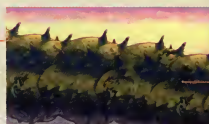
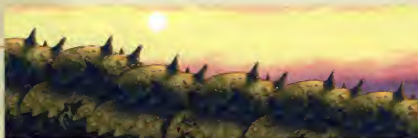
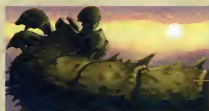
Poison Fang

Angry Eye

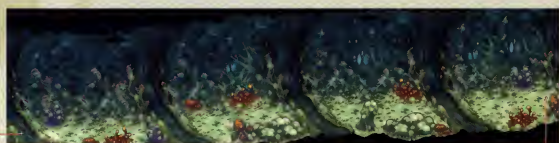




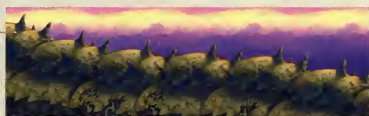
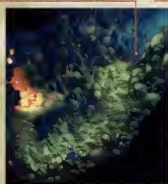
LUCEMIA



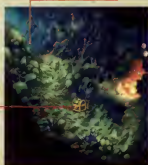
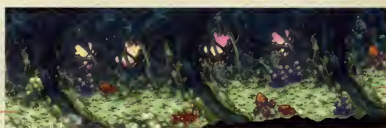
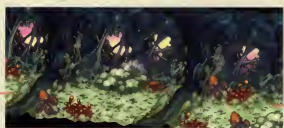
Giant's Horn



Rotten Meat

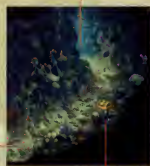
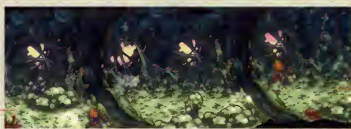
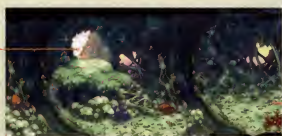
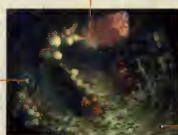
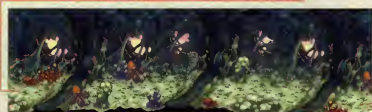
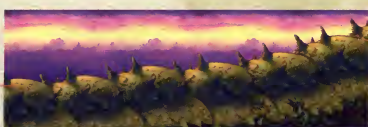


Start



Messy Scroll

From A



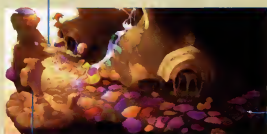
Dragon Blood



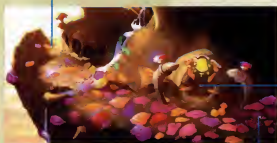
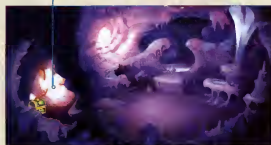
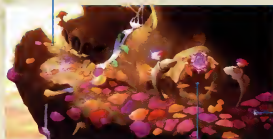
To A



BEJEWELLED CITY

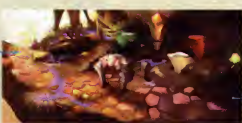
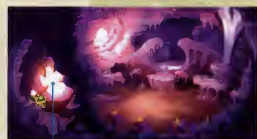
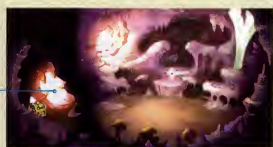


Start





To Boss





THE FLAMES



Dragon Breath



Stinky Breath



To Page 176



Save Point



Flaming Quill



To Page 176



To Page 176



Creepy
Eye



Dragon
Breath



THE FLAMES

(Continued)

From Page 175

From Trap



Trap

Creepy Eye



Save Point

Dragon Blood



From Page 175



From Page 175



Leads to Trap



Raven Feather



Start



THE BONE FORTRESS



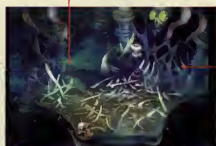
Start



Demon Meat

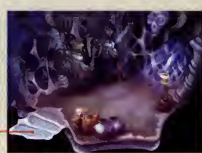


Giant's Horn

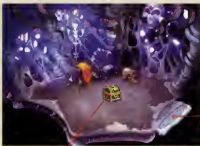
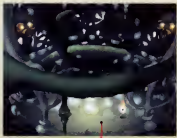


THE BORE FORTRESS

(Continued)



THE BORE FORTRESS
(Continued)



Shear Feather

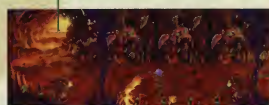
Black Eye



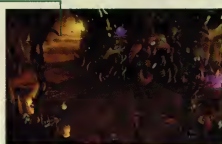
THE UNDERWORLD



Odd Meat



Ghost's Howl



Dangerous
Eye

Angel
Feather





Animal Meat



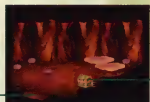
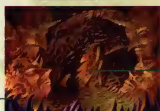
Mirror Piece



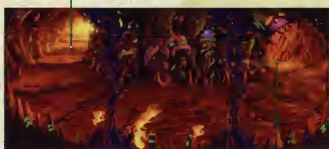
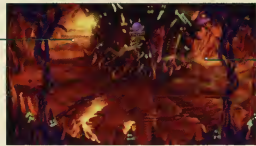
Sulpher



Grave
Dirt



Demon Meat





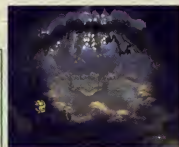
MADORA BEACH

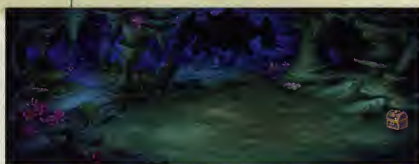


Start

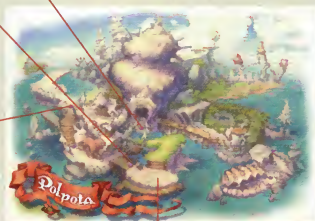
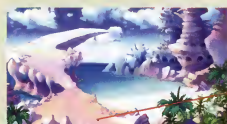


Scissors





POLPOTA HARBOR



To World Map

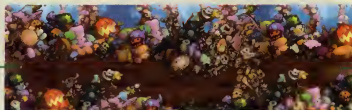
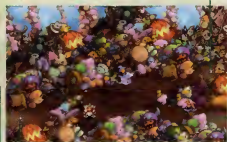




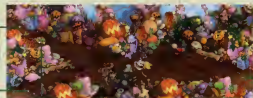
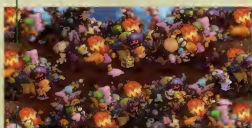
JUNKYARD



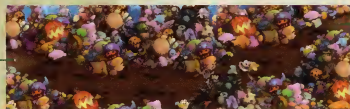
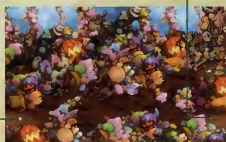
Little
Eye



Start / To World Map



Bug Meat



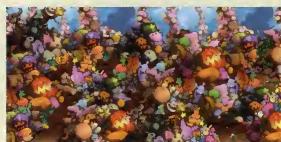
To World
Map

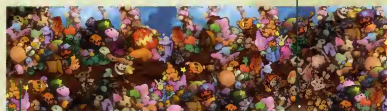
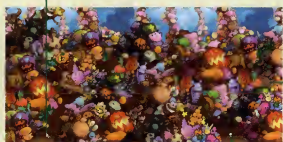


Save Point

Wad of
Wool

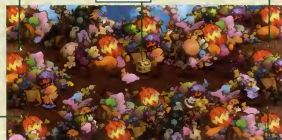
Electricity





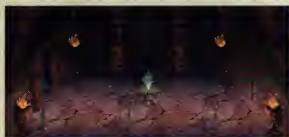
Little
Eye

Magical
Meat





TOWER OF LEIRES



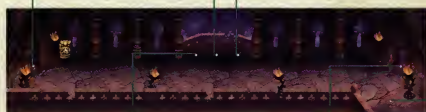
Start



Aroma Oil



To Page 188



Electricity

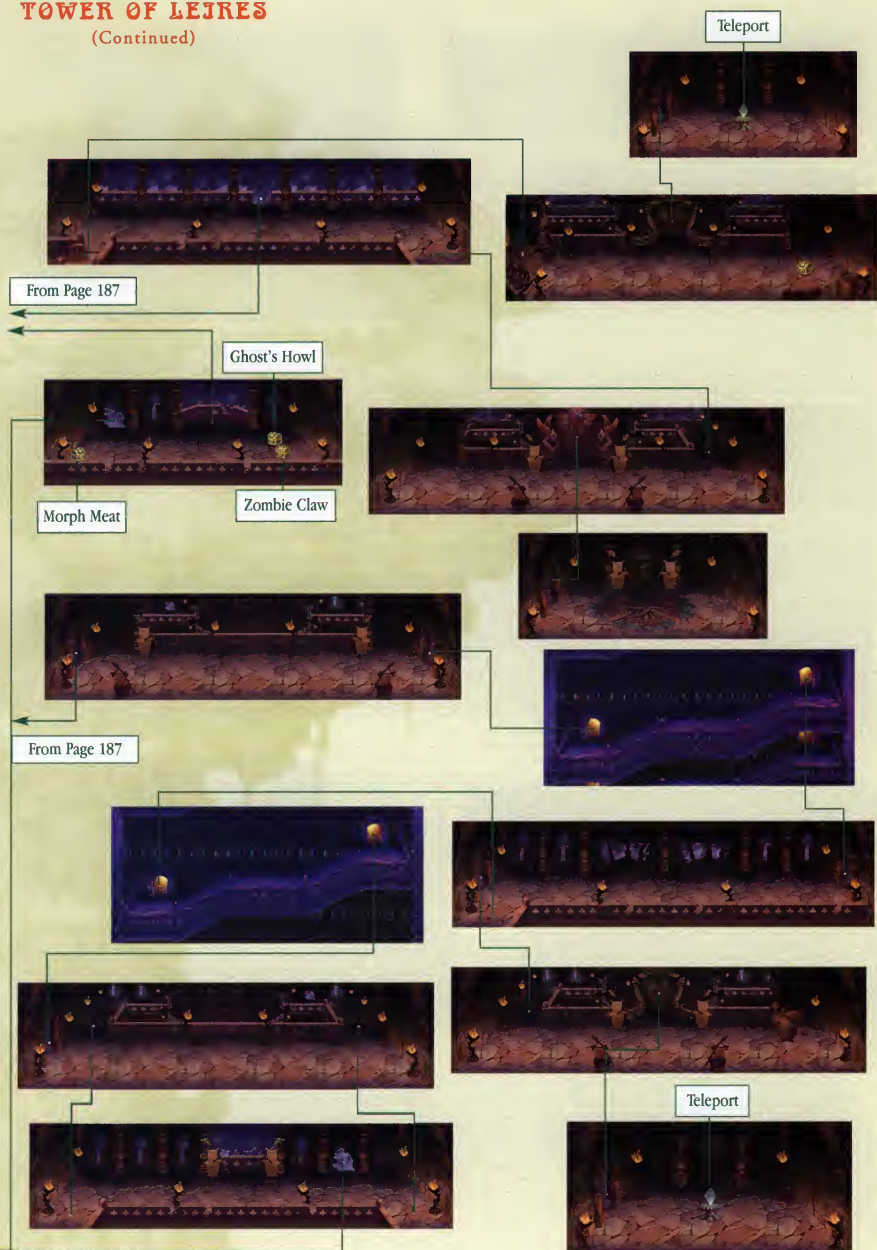


Demon Meat



TOWER OF LEJRES

(Continued)





S ECRETS & MINI-GAMES

LEGEND OF MANA/SQUARESOFT SAVE DATA

As you may know by now, *Legend of Mana* is a rather deep game filled with numerous events, dozens of items, and hundreds of attacks. However, the game takes gameplay a step further by offering special items to the player that can only be achieved by utilizing saved games from previous SQUARESOFT® titles, such as *SaGa Frontier™ 2*, *FINAL FANTASY® VIII*, and *Chocobo Racing™*. These special "interactions" between previously saved games and *Legend of Mana* will unearth rare items that cannot be obtained any other way.

SaGa Frontier 2

This interaction will work once you complete the "Niccolo's Business Unusual" and "The Ghost of Nemesis" events. Follow the steps below to uncover this special interaction.

1. Have a *SaGa Frontier 2* save on a MEMORY CARD.
2. Highlight the Save in a *Legend of Mana* Save screen, and then cancel out of the Save screen.
3. Go to "The Bone Fortress" and head for the third floor. Go left, upper-left, and then to the right. You'll see two skeletons on the bridge. When you get close enough to the skeletons, the event will trigger. After defeating Deathbringer II, you will receive the strongest sword from *SaGa Frontier 2*.



FINAL FANTASY VIII

This interaction will be activated just before the event "Monster Corral" is activated. Follow the steps below to uncover this special interaction.

1. Have a FINAL FANTASY VIII save on a MEMORY CARD.
2. Highlight the Save in a *Legend of Mana* Save screen, and then cancel out of the Save screen.
3. Go to "Domina" and head for the western end section of "Domina."



4. You will find Duelle and a monster egg here. If the interaction occurred correctly, Duelle will tell you that the egg is a Bird Egg. Once you catch the egg and the egg finally hatches, you will receive a Chocobo as your first pet monster.

Chocobo Racing

This interaction will work once you complete the event "Catchin' Lilpeas." Follow the steps below to uncover this special interaction.

1. Have a *Chocobo Racing* Save on a MEMORY CARD.
2. Highlight the Save in a *Legend of Mana* Save screen, and then cancel out of the Save screen.
3. Go to "Polpota Harbor." On the "Polpota Harbor" map, Skippie will appear and will give you a ring item called "FastestWheel."

MINI-GAMES

As a special treat for all of you hard-working adventurers, it is possible to participate in two special mini-games hidden in *Legend of Mana*.

Shadow Zero Mini-Game

To activate this mini-game, you must have completed the "Jewel Hunter Episodes", which includes the following 10 events:

The Lost Princess, The Flame of Hope, Drowned Dreams, The Looking-Glass Tower,
The Lucky Clover, Cosmo, Two Pearls, Alexandrite, Fluorite, and Teardrop Crystal



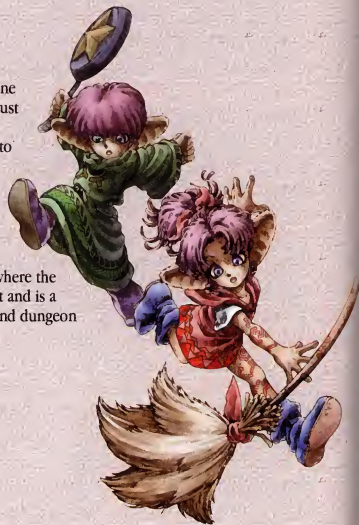
After completing these events, go to "Domina" but only on Salamander Day. Walk into the bar and you should see Shadow Zero hanging out near the counter. Talk to him to access the mini-game. Depending on the number of points you accumulate, a high number of points will earn you several items.



Landbopper Mini-Game

To activate this mini-game, you must have nine lands in full view while on the World Map (just picture a slanted tic-tac-toe board). Hold down the L1 button for about four seconds to get the Landbopper Start screen to appear.

The lands will shrink when the game starts. When a land returns to normal size, move the cursor over it and press the X button to make it "shrink" again. If you earn enough points, you'll go to the next stage, where the action is much quicker. The game moves fast and is a great little departure from monster-slaying and dungeon spelunking!



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Square Electronic Arts Game Tips

Game Tips are available for all Square Soft PlayStation titles; U.S.: 1-900-407-HLUE [1-900-407-5583] \$.95/min. Automated Tips: \$1.25/min.

Live Assistance. Canada: 1-900-451-HLUE [1-900-451-5583] \$1.50/min. Automated Tips only. Callers under 18 years of age must obtain permission from a parent or guardian before calling. Game tips are available for callers within the U.S. and Canada only. Touch-tone phone required.

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